THE OFFICIAL POKÉMON FULL POKÉDEX GUIDE





POKÉDEX

ALL 482+8 POKÉMON & POST-STORY GUIDE

Pokémon Diamond Version Pearl Version





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PRIMA GAMES

SECTION 1

INTRODUCTION





GOTTA CATCH 'EM ALL!

The complete assembly of all 482+8 Pokémon!



Bulbasaur	Ivysaur	Venusaur	Charmander	Charmeleon	Charizard
Squirtle	Wartortle	Blastoise	Caterpie	Metapod	Butterfree
Weedle	Kakuna	Beedrill	Pidgey	Pidgeotto	Pidgeot
Rattata	Raticate	Spearow	Fearow	Ekans	Arbok
Pikachu	Raichu	Sandshrew	Sandslash	Nidoran ♀	Nidorina



Nidoqueen	Nidoran ♂	Nidorino	Nidoking	Clefairy	Clefable
Vulpix	Ninetales	Jigglypuff	Wigglytuff	Zubat	Golbat
Oddish	Gloom	Vileplume	Paras	Parasect	Venonat
Venomoth	Diglett	Dugtrio	Meowth	Persian	Psyduck
Golduck	Mankey	Primeape	Growlithe	Arcanine	Poliwag



Poliwhirl	Poliwrath	Abra	Kadabra	Alakazam	Machop
Machoke	Machamp	Bellsprout	Weepinbell	Victreebel	Tentacool
Tentacruel	Geodude	Graveler	Golem	Ponyta	Rapidash
Slowpoke	Slowbro	Magnemite	Magneton	Farfetch'd	Doduo
Dodrio	Seel	Dewgong	Grimer	Muk	Shellder



Ampharos	Bellossom	Marill	Azumarill	Sudowoodo	Politoed
Hoppip	Skiploom	Jumpluff	Aipom	Sunkern	Sunflora
Yanma	Wooper	Quagsire	Espeon	Umbreon	Murkrow
Slowking	Misdreavus	Unown	Wobbuffet	Girafarig	Pineco
Forretress	Dunsparce	Gligar	Steelix	Snubbull	Granbull



Qwilfish	Scizor	Shuckle	Heracross	Sneasel	Teddiursa
Ursaring	Slugma	Magcargo	Swinub	Piloswine	Corsola
Remoraid	Octillery	Delibird	Mantine	Skarmory	Houndour
Houndoom	Kingdra	Phanpy	Donphan	Porygon2	Stantler
Smeargle	Tyrogue	Hitmontop	Smoochum	Elekid	Magby



Miltank	Blissey	Raikou	Entei	Suicune	Larvitar
Pupitar	Tyranitar	Lugia	Ho-Oh	Celebi	Treecko
Grovyle	Sceptile	Torchic	Combusken	Blaziken	Mudkip
Marshtomp	Swampert	Poochyena	Mightyena	Zigzagoon	Linoone
Wurmple	Silcoon	Beautifly	Cascoon	Dustox	Lotad



Snorunt	Glalie	Spheal	Sealeo	Walrein	Clamperl
Huntail	Gorebyss	Relicanth	Luvdisc	Bagon	Shelgon
Salamence	Beldum	Metang	Metagross	Regirock	Regice
Registeel	Latias	Latios	Kyogre	Groudon	Rayquaza
Jirachi	Deoxys	Turtwig	Grotle	Torterra	Chimchar



Monferno	Infernape	Piplup	Prinplup	Empoleon	Starly
Staravia	Staraptor	Bidoof	Bibarel	Kricketot	Kricketune
Shinx	Luxio	Luxray	Budew	Roserade	Cranidos
Rampardos	Shieldon	Bastiodon	Burmy	Wormadam	Mothim
Combee	Vespiquen	Pachirisu	Buizel	Floatzel	Cherubi



Cherrim	Shellos	Gastrodon	Ambipom	Drifloon	Drifblim
Buneary	Lopunny	Mismagius	Honchkrow	Glameow	Purugly
Chingling	Stunky	Skuntank	Bronzor	Bronzong	Bonsly
Mime Jr.	Happiny	Chatot	Spiritomb	Gible	Gabite
Garchomp	Munchlax	Riolu	Lucario	Hippopotas	Hippowdon

WE GATHERED A VISUAL COLLECTION OF ALL THE POKÉMON and put them in the boxes by their National Pokédex number. All of the evolved forms are included, too!

*In order for you to complete the National Pokédex, you have to have all of the 482 Pokémon registered into your Pokédex. You don't need to record the following eight Pokémon: Mew, Lugia, Ho-Oh, Celebi, Jirachi, Deoxys, Phione, and Manaphy. Also, you don't have to have your Pokémon put in the box by the Pokédex numbers like this, either. Be creative—put your boxes together any way you like!



Cloyster	Gastly	Haunter	Gengar	Onix	Drowzee
Hypno	Krabby	Kingler	Voltorb	Electrode	Exeggcute
Exeggutor	Cubone	Marowak	Hitmonlee	Hitmonchan	Lickitung
Koffing	Weezing	Rhyhorn	Rhydon	Chansey	Tangela
Kangaskhan	Horsea	Seadra	Goldeen	Seaking	Staryu



Starmie	Mr. Mime	Scyther	Jynx	Electabuzz	Magmar
Pinsir	Tauros	Magikarp	Gyarados	Lapras	Ditto
Eevee	Vaporeon	Jolteon	Flareon	Porygon	Omanyte
Omastar	Kabuto	Kabutops	Aerodactyl	Snorlax	Articuno
Zapdos	Moltres	Dratini	Dragonair	Dragonite	Mewtwo



Mew	Chikorita	Bayleef	Meganium	Cyndaquil	Quilava
Typhlosion	Totodile	Croconaw	Feraligatr	Sentret	Furret
Hoothoot	Noctowl	Ledyba	Ledian	Spinarak	Ariados
Crobat	Chinchou	Lanturn	Pichu	Cleffa	Igglybuff
Togepi	Togetic	Natu	Xatu	Mareep	Flaaffy



Lombre	Ludicolo	Seedot	Nuzleaf	Shiftry	Taillow
Swellow	Wingull	Pelipper	Ralts	Kirlia	Gardevoir
Surskit	Masquerain	Shroomish	Breloom	Slakoth	Vigoroth
Slaking	Nincada	Ninjask	Shedinja	Whismur	Loudred
Exploud	Makuhita	Hariyama	Azurill	Nosepass	Skitty



Delcatty	Sableye	Mawile	Aron	Lairon	Aggron
Meditite	Medicham	Electrike	Manectric	Plusle	Minun
Volbeat	Illumise	Roselia	Gulpin	Swalot	Carvanha
Sharpedo	Wailmer	Wailord	Numel	Camerupt	Torkoal
Spoink	Grumpig	Spinda	Trapinch	Vibrava	Flygon



Cacnea	Cacturne	Swablu	Altaria	Zangoose	Seviper
Lunatone	Solrock	Barboach	Whiscash	Corphish	Crawdaunt
Baltoy	Claydol	Lileep	Cradily	Anorith	Armaldo
Feebas	Milotic	Castform	Kecleon	Shuppet	Banette
Duskull	Dusclops	Tropius	Chimecho	Absol	Wynaut



Skorupi	Drapion	Croagunk	Toxicroak	Carnivine	Finneon
Lumineon	Mantyke	Snover	Abomasnow	Weavile	Magnezone
Lickilicky	Rhyperior	Tangrowth	Electivire	Magmortar	Togekiss
Yanmega	Leafeon	Glaceon	Gliscor	Mamoswine	Porygon-Z
Gallade	Probopass	Dusknoir	Froslass	Rotom	Uxie



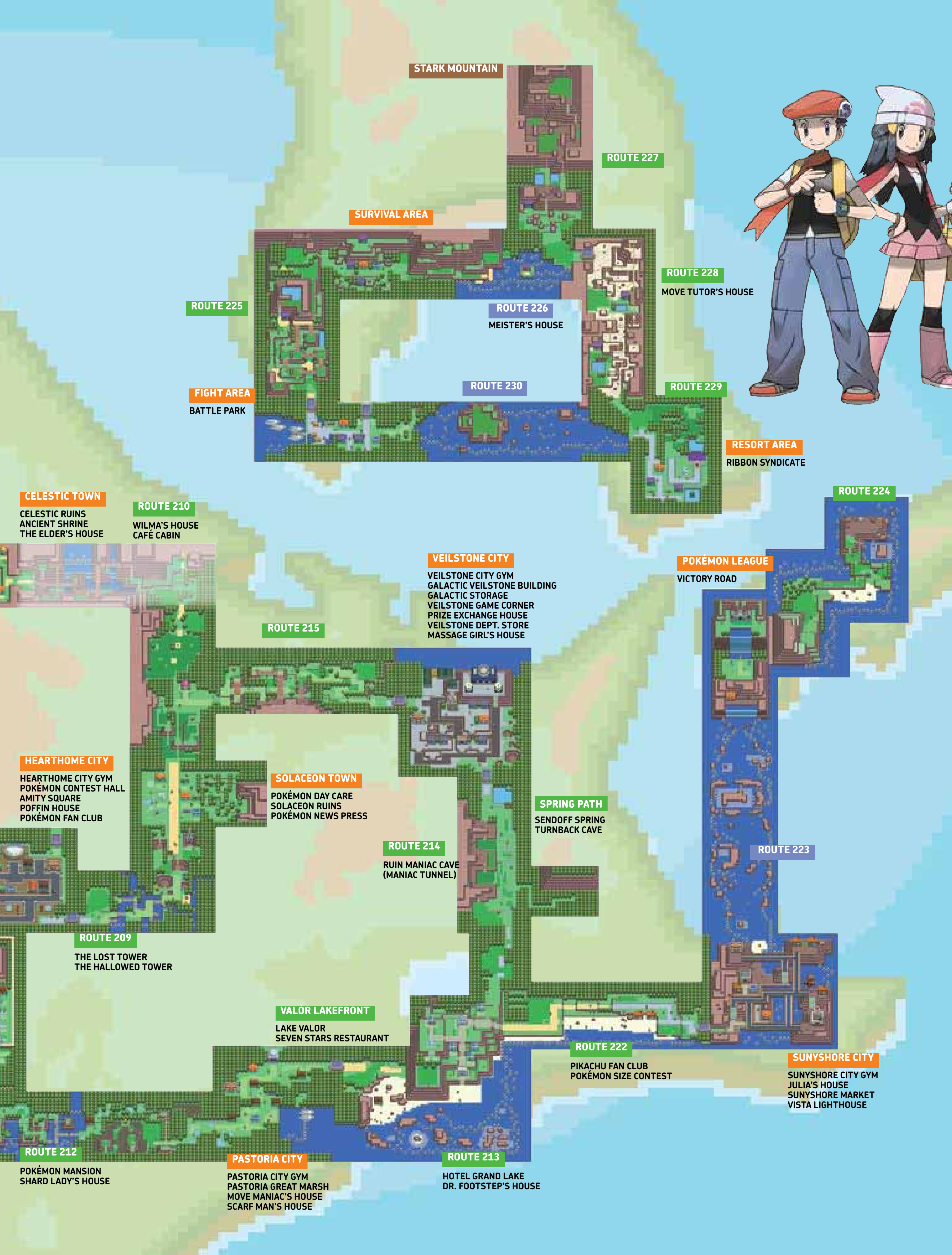
Mesprit	Azelf	Dialga	Palkia	Heatran	Regigigas
Giratina	Cresselia	Phione	Manaphy		
Deoxys (Normal Forme)	Deoxys (Attack Forme)	Deoxys (Defense Forme)	Deoxys (Speed Forme)		
Shellos (West Sea)	Gastrodon (West Sea)	Shellos (East Sea)	Gastrodon (East Sea)		
Burmy (Plant Cloak)	Wormadam (Plant Cloak)	Burmy (Sandy Cloak)	Wormadam (Sandy Cloak)	Burmy (Trash Cloak)	Wormadam (Trash Cloak)



A	B	C	D	E	F
G	H	I	J	K	L
M	N	O	P	Q	R
S	T	U	V	W	X
Y	Z	!	?		

SINNOH REGION MAP




STARK MOUNTAIN
ROUTE 227
SURVIVAL AREA
ROUTE 225
ROUTE 228
MOVE TUTOR'S HOUSE
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MEISTER'S HOUSE
FIGHT AREA
BATTLE PARK
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RESORT AREA
RIBBON SYNDICATE
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CELESTIC RUINS
ANCIENT SHRINE
THE ELDER'S HOUSE
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WILMA'S HOUSE
CAFÉ CABIN
VEILSTONE CITY
VEILSTONE CITY GYM
GALACTIC VEILSTONE BUILDING
GALACTIC STORAGE
VEILSTONE GAME CORNER
PRIZE EXCHANGE HOUSE
VEILSTONE DEPT. STORE
MASSAGE GIRL'S HOUSE
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VICTORY ROAD
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HEARTHOME CITY
HEARTHOME CITY GYM
POKÉMON CONTEST HALL
AMITY SQUARE
POFFIN HOUSE
POKÉMON FAN CLUB
SOLACEON TOWN
POKÉMON DAY CARE
SOLACEON RUINS
POKÉMON NEWS PRESS
SPRING PATH
SENDOFF SPRING
TURNBACK CAVE
ROUTE 214
RUIN MANIAC CAVE
(MANIAC TUNNEL)
ROUTE 223
ROUTE 209
THE LOST TOWER
THE HALLOWED TOWER
VALOR LAKEFRONT
LAKE VALOR
SEVEN STARS RESTAURANT
ROUTE 222
PIKACHU FAN CLUB
POKÉMON SIZE CONTEST
SUNYSHORE CITY
SUNYSHORE CITY GYM
JULIA'S HOUSE
SUNYSHORE MARKET
VISTA LIGHTHOUSE
ROUTE 212
POKÉMON MANSION
SHARD LADY'S HOUSE
PASTORIA CITY
PASTORIA CITY GYM
PASTORIA GREAT MARSH
MOVE MANIAC'S HOUSE
SCARF MAN'S HOUSE
ROUTE 213
HOTEL GRAND LAKE
DR. FOOTSTEP'S HOUSE

POKÉMON ALPHABETICAL INDEX

POKÉMON DIAMOND & POKÉMON PEARL
OFFICIAL COMPLETE NATIONAL POKÉDEX STRATEGY GUIDE

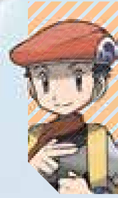
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POKÉMON DATA LOOKUP 416

COLUMNS



POKÉMON NATIONAL POKÉDEX

How to read the Pokédex.



GIBLE

1 443

2 DRAGON GROUND

4 5 6 7

WEIGHT: 45.2 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: Haban Berry

3 HEIGHT: 2'04"

8 9

10 MALE FORM FEMALE FORM



11
HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

12
DIAMOND It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.
PEARL It once lived in the tropics. To avoid the cold, it lives in caves warmed by geothermal heat.

13 EVOLUTION



Gible LV24 Gabite LV48 Garchomp

MAIN METHODS TO OBTAIN

DIAMOND Wayward Cave 1st Basement.
PEARL Wayward Cave 1st Basement. 15

14 EGG GROUP MONSTER DRAGON

LEARNED ATTACKS 16

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Sand-Attack	Ground	Status		100	15	Normal	
7	Dragon Rage	Dragon	Special		100	10	Normal	
13	Sandstorm	Rock	Status			10	All	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	
25	Slash	Normal	Physical	70	100	20	Normal	○
27	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
31	Dig	Ground	Physical	80	100	10	Normal	○
37	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

BATTLE MOVES 17

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Special			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

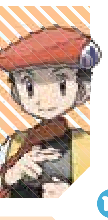
MOVE TUTOR 18

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.

EGG MOVES 19

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
DragonBreath	Dragon	Special	60	100	20	Normal	
Outrage	Dragon	Physical	120	100	15	Random1	○
Twister	Dragon	Special	40	100	20	Enemy2	
Scary Face	Normal	Status		90	10	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○



BASIC DATA

1. NATIONAL POKÉDEX NUMBER
The Pokédex number of each Pokémon.

2. TYPE
Shows what type the Pokémon is. Some Pokémon have 2 types (dual-type).

3. HEIGHT
Pokémon's height.

4. WEIGHT
Pokémon's weight.

5. GENDER
Shows what gender the Pokémon is. There are some Pokémon whose gender is unknown.

6. ABILITIES
The Ability the Pokémon possesses. When two Abilities are shown, the Pokémon can only possess one of them.

7. ITEMS
The items sometimes held by wild Pokémon.

8. FOOTSTEP
Shows what the Pokémon's footstep looks like. Some species do not have recorded footsteps.

9. HEIGHT COMPARISON
Compares the height of the Pokémon to the main male character.

10. MALE FORM AND FEMALE FORM
Some male and female Pokémon differ in appearance and shape. Look closely and you'll find the difference.

11. STATS
Shows how quickly the Pokémon's stats will develop. The bars were determined by comparing all of the Pokémon in the National Pokédex. The maximum number of bars is five, indicating that stats grow quickly.

12. DESCRIPTIONS
The Pokémon's descriptions that are shown in your Pokédex. Some of them are the same in both Pokémon Diamond and Pokémon Pearl and some of them are different.

13. EVOLUTION
Shows at what level the Pokémon evolves and what conditions need to be met.

14. EGG GROUP
Egg Group that the Pokémon belongs to—very important when breeding Pokémon. Some Pokémon belong to two groups.

HOW TO OBTAIN POKÉMON

15. MAIN METHOD TO OBTAIN
Shows the main method to obtain each Pokémon. As for the Pokémon that can be brought to Pal Park from the GBA series, it shows which version they can be obtained from.

MOVES THEY LEARN

16. LEARNED ATTACKS
The moves that the Pokémon learn as they level up.

17. BATTLE MOVES
The moves that the Pokémon learn by using TMs and HMs.

18. MOVE TUTOR
The moves that can be taught to Pokémon from a certain individual.

19. EGG MOVES
The moves that a Pokémon may be born with after breeding. The male parent Pokémon has to know these moves in order for the moves to be passed along.

TERMS

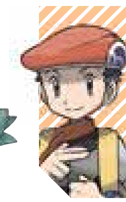
Lv	The level at which the Pokémon learns the move.
No	TM (Technical Machine) or HM (Hidden Machine) number.
Type	Move type.
Class	The move class — Physical, Special, or Status.
Power	The move's Attack strength.
Accuracy	How often the move hits the opponent.
PP	How many times you can use the move.
Range	Who gets affected by the move.
Direct Attack (DA)	If the attack comes directly in contact with an opponent.



WHAT ARE POKÉMON?

GOTTA CATCH WHAT ALL?

POKÉMON ARE SUCH MYSTERIOUS CREATURES that there are still many undiscovered by humans—even Pokémon Trainers. Pokémon have been sought as companions and battle partners and used for good, while others will use Pokémon to further their own misguided agendas, like Team Galactic. Pokémon are captured with an item called a Poké Ball, and you can carry them anywhere.





LEVEL UP

POKÉMON CAN LEARN VARIOUS MOVES to use in battle. They level up by gaining experience through repeated battling and will eventually evolve into different forms. After evolving, they are called by different names and change appearances while gaining better stats.

WILD THINGS

WILD POKÉMON inhabit various locations such as grass fields, woods, mountains, seas, caves, and towns. Many Pokémon also live in harmony with humans.



RARE POKÉMON—JUST A LEGEND

THERE ARE SOME POKÉMON so unique, rare, and elusive that they are known as Legendary Pokémon. These select few are of great interest to Pokémon researchers and Pokémon Trainers.



SECTION 2

POKÉDEX





BULBASAUR

001



GRASS
POISON

WEIGHT: 15.2 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 2'04"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND For some time after its birth, it grows by gaining nourishment from the seed on its back.

PEARL For some time after its birth, it grows by gaining nourishment from the seed on its back.

EVOLUTION



Bulbasaur → LV16 → Ivysaur → LV32 → Venusaur

MAIN METHODS TO OBTAIN

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
7	Leech Seed	Grass	Status		90	10	Normal	
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status		75	35	Normal	
13	Sleep Powder	Grass	Status		75	15	Normal	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
21	Sweet Scent	Normal	Status		100	20	Enemy2	
25	Growth	Normal	Status			40	Self	
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
31	Worry Seed	Grass	Status		100	10	Normal	
33	Synthesis	Grass	Status			5	Self	
37	Seed Bomb	Grass	Physical	80	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

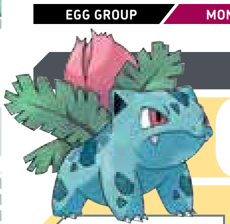
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Light Screen	Psychic	Status			30	Ally2	
Skull Bash	Normal	Physical	100	100	15	Normal	○
Safeguard	Normal	Status			25	Ally2	
Charm	Normal	Status		100	20	Normal	
Petal Dance	Grass	Special	90	100	20	Random1	○
Magical Leaf	Grass	Special	60		20	Normal	
GrassWhistle	Grass	Status		55	15	Normal	
Curse	???	Status			10	Normal/Self	
Ingrain	Grass	Status			20	Self	
Nature Power	Normal	Status			20	DoM	
Amnesia	Psychic	Status			20	Self	
Leaf Storm	Grass	Special	140	90	5	Normal	

IVYSAUR

002



GRASS
POISON

WEIGHT: 28.7 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

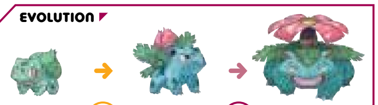


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When the bud on its back starts swelling, a sweet aroma wafts to indicate the flower's coming bloom.

PEARL When the bud on its back starts swelling, a sweet aroma wafts to indicate the flower's coming bloom.

EVOLUTION



Bulbasaur → LV16 → Ivysaur → LV32 → Venusaur

MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Leech Seed	Grass	Status		90	10	Normal	
3	Growl	Normal	Status		100	40	Enemy2	
7	Leech Seed	Grass	Status		90	10	Normal	
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status		75	35	Normal	
13	Sleep Powder	Grass	Status		75	15	Normal	
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
23	Sweet Scent	Normal	Status		100	20	Enemy2	
28	Growth	Normal	Status			40	Self	
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
36	Worry Seed	Grass	Status		100	10	Normal	
39	Synthesis	Grass	Status			5	Self	
44	SolarBeam	Grass	Special	120	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

VENUSAUR 003

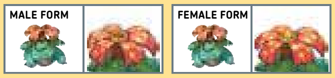


GRASS / POISON

WEIGHT: 220.5 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 6'07"

MALE FORM · FEMALE FORM

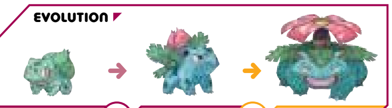


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND After a rainy day, the flower on its back smells stronger. The scent attracts other Pokémon.

PEARL After a rainy day, the flower on its back smells stronger. The scent attracts other Pokémon.

EVOLUTION



Bulbasaur → LV16 → Ivysaur → LV32 → Venusaur

MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Leech Seed	Grass	Status		90	10	Normal	
Basic	Vine Whip	Grass	Physical	35	100	15	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
7	Leech Seed	Grass	Status		90	10	Normal	
9	Vine Whip	Grass	Physical	35	100	15	Normal	○
13	PoisonPowder	Poison	Status		75	35	Normal	
13	Sleep Powder	Grass	Status		75	15	Normal	
15	Take Down	Normal	Physical	90	85	20	Normal	○
20	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
23	Sweet Scent	Normal	Status		100	20	Enemy2	
28	Growth	Normal	Status			40	Self	
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Petal Dance	Grass	Special	90	100	20	Random1	○
39	Worry Seed	Grass	Status		100	10	Normal	
45	Synthesis	Grass	Status			5	Self	
53	SolarBeam	Grass	Special	120	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Frenzy Plant	Grass	Special	150	90	5	Normal	

CHARMANDER 004



FIRE

WEIGHT: 18.7 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

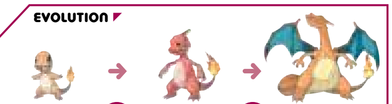


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The fire on the tip of its tail is a measure of its life. If healthy, its tail burns intensely.

PEARL The fire on the tip of its tail is a measure of its life. If healthy, its tail burns intensely.

EVOLUTION



Charmander → LV16 → Charmeleon → LV36 → Charizard

MAIN METHODS TO OBTAIN

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
16	Dragon Rage	Dragon	Special		100	10	Normal	
19	Scary Face	Normal	Status		90	10	Normal	
25	Fire Fang	Fire	Physical	65	95	15	Normal	○
28	Slash	Normal	Physical	70	100	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	
37	Fire Spin	Fire	Special	15	70	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Belly Drum	Normal	Status			10	Self	
AncientPower	Rock	Special	60	100	5	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Bite	Dark	Physical	60	100	25	Normal	○
Outrage	Dragon	Physical	120	100	15	Random1	○
Beat Up	Dark	Physical	10	100	10	Normal	
Swords Dance	Normal	Status			30	Self	
Dragon Dance	Dragon	Status			20	Self	
Crunch	Dark	Physical	80	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○

CHARMELEON 005



FIRE

WEIGHT: 41.9 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

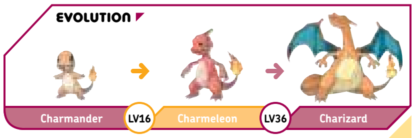


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND In the rocky mountains where Charmeleon live, their fiery tails shine at night like stars.

PEARL In the rocky mountains where Charmeleon live, their fiery tails shine at night like stars.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
17	Dragon Rage	Dragon	Special		100	10	Normal	
21	Scary Face	Normal	Status		90	10	Normal	
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
39	Flamethrower	Fire	Special	95	100	15	Normal	
43	Fire Spin	Fire	Special	15	70	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

CHARIZARD 006



FIRE
FLYING

WEIGHT: 199.5 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

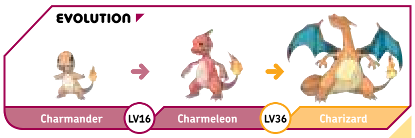


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said that Charizard's fire burns hotter if it has experienced harsh battles.

PEARL It is said that Charizard's fire burns hotter if it has experienced harsh battles.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
Basic	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
Basic	Air Slash	Flying	Special	75	95	20	Normal	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
17	Dragon Rage	Dragon	Special		100	10	Normal	
21	Scary Face	Normal	Status		90	10	Normal	
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
36	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Flamethrower	Fire	Special	95	100	15	Normal	
49	Fire Spin	Fire	Special	15	70	15	Normal	
59	Heat Wave	Fire	Special	100	90	15	Enemy2	
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	Solar Beam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Ground	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM51	Roost	Flying	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Blast Burn	Fire	Special	150	90	5	Normal	

SQUIRTLE 007



WATER

WEIGHT: 19.8 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 1'08"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It shelters itself in its shell, then strikes back with spouts of water at every opportunity.

PEARL It shelters itself in its shell, then strikes back with spouts of water at every opportunity.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Tail Whip	Normal	Status		100	30	Enemy2	
7	Bubble	Water	Special	20	100	30	Enemy2	
10	Withdraw	Water	Status			40	Self	
13	Water Gun	Water	Special	40	100	25	Normal	
16	Bite	Dark	Physical	60	100	25	Normal	○
19	Rapid Spin	Normal	Physical	20	100	40	Normal	○
22	Protect	Normal	Status			10	Self	
25	Water Pulse	Water	Special	60	100	20	Normal	
28	Aqua Tail	Water	Physical	90	90	10	Normal	○
31	Skull Bash	Normal	Physical	100	100	15	Normal	○
34	Rain Dance	Water	Status			5	All	
37	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2 /Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mirror Coat	Psychic	Special		100	20	Self	
Haze	Ice	Status			30	All	
Mist	Ice	Status			30	Ally2	
Foresight	Normal	Status			40	Normal	
Flail	Normal	Physical		100	15	Normal	○
Refresh	Normal	Status			20	Self	
Mud Sport	Ground	Status			15	All	
Yawn	Normal	Status			10	Normal	
Muddy Water	Water	Special	95	85	10	Enemy2	
Fake Out	Normal	Physical	40	100	10	Normal	○
Aqua Ring	Water	Status			20	Self	
Aqua Jet	Water	Physical	40	100	20	Normal	○

WARTORTLE 008



WATER

WEIGHT: 49.6 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 3'03"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to live 10,000 years. Its furry tail is popular as a symbol of longevity.

PEARL It is said to live 10,000 years. Its furry tail is popular as a symbol of longevity.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
4	Tail Whip	Normal	Status		100	30	Enemy2	
7	Bubble	Water	Special	20	100	30	Enemy2	
10	Withdraw	Water	Status			40	Self	
13	Water Gun	Water	Special	40	100	25	Normal	
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status			10	Self	
28	Water Pulse	Water	Special	60	100	20	Normal	
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
36	Skull Bash	Normal	Physical	100	100	15	Normal	○
40	Rain Dance	Water	Status			5	All	
44	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2 /Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○





BLASTOISE 009



WATER

WEIGHT: 188.5 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 5'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The jets of water it spouts from the rocket cannons on its shell can punch through thick steel.

PEARL The jets of water it spouts from the rocket cannons on its shell can punch through thick steel.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Flash Cannon	Steel	Special	80	100	10	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Withdraw	Water	Status			40	Self	
4	Tail Whip	Normal	Status		100	30	Enemy2	
7	Bubble	Water	Special	20	100	30	Enemy2	
10	Withdraw	Water	Status			40	Self	
13	Water Gun	Water	Special	40	100	25	Normal	
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status			10	Self	
28	Water Pulse	Water	Special	60	100	20	Normal	
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Skull Bash	Normal	Physical	100	100	15	Normal	○
46	Rain Dance	Water	Status			5	All	
53	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2 / Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2 / Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Cannon	Water	Special	150	90	5	Normal	

CATERPIE 010



BUG

WEIGHT: 6.4 lbs.
GENDER: Male / Female
ABILITY: Shield Dust
ITEMS: None

HEIGHT: 1'00"

M/F HAVE SAME FORM

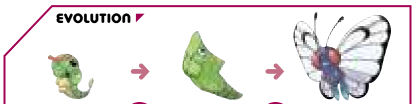


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It releases a stench from its red antenna to repel enemies. It grows by molting repeatedly.

PEARL It releases a stench from its red antenna to repel enemies. It grows by molting repeatedly.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 204 on Jubilife City side. (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

PEARL Route 204 on Jubilife City side. (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	String Shot	Bug	Status		95	40	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

METAPOD

011



BUG

WEIGHT: **21.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Shed Skin**
ITEMS: **None**

HEIGHT: 2'04"



M/F HAVE SAME FORM

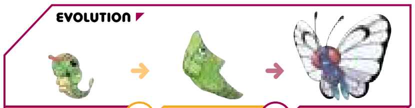


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A steel-hard shell protects its tender body. It quietly endures hardships while awaiting evolution.

PEARL A steel-hard shell protects its tender body. It quietly endures hardships while awaiting evolution.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest. (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

PEARL Eterna Forest. (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Harden	Normal	Status			30	Self	
7	Harden	Normal	Status			30	Self	

BATTLE MOVES

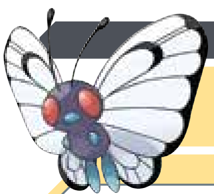
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BUTTERFREE

012



BUG
FLYING

WEIGHT: **70.5 lbs.**
GENDER: **Male / Female**
ABILITY: **Compoundeyes**
ITEMS: **None**

HEIGHT: 3'07"



MALE FORM



FEMALE FORM

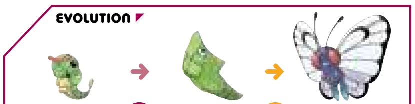


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves the honey of flowers and can locate flower patches that have even tiny amounts of pollen.

PEARL It loves the honey of flowers and can locate flower patches that have even tiny amounts of pollen.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Metapod level up to Lv10.

PEARL Make Metapod level up to Lv10.

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Confusion	Psychic	Special	50	100	25	Normal	
10	Confusion	Psychic	Special	50	100	25	Normal	
12	PoisonPowder	Poison	Status		75	35	Normal	
12	Stun Spore	Grass	Status		75	30	Normal	
12	Sleep Powder	Grass	Status		75	15	Normal	
16	Gust	Flying	Special	40	100	35	Normal	
18	Supersonic	Normal	Status		55	20	Normal	
22	Whirlwind	Normal	Status		100	20	Normal	
24	Psybeam	Psychic	Special	65	100	20	Normal	
28	Silver Wind	Bug	Special	60	100	5	Normal	
30	Tailwind	Flying	Status			30	Ally2	
34	Safeguard	Normal	Status			25	Ally2	
36	Captivate	Normal	Status		100	20	Enemy2	
40	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	







WEEDLE

013



BUG
POISON

WEIGHT: 7.1 lbs.
GENDER: Male / Female
ABILITY: Shield Dust
ITEMS: None

HEIGHT: 1'00"

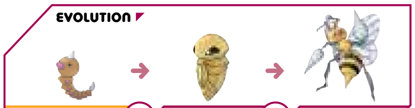
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It eats its weight in leaves every day. It fends off attackers with the needle on its head.

PEARL It eats its weight in leaves every day. It fends off attackers with the needle on its head.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 204 on Jubilife City side. (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Route 204 on Jubilife City side. (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	String Shot	Bug	Status		95	40	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

KAKUNA

014



BUG
POISON

WEIGHT: 22.0 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: None

HEIGHT: 2'00"

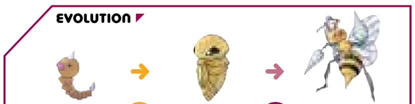
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND While awaiting Evolution, it hides from predators under leaves and in nooks of branches.

PEARL While awaiting Evolution, it hides from predators under leaves and in nooks of branches.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest. (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Eterna Forest. (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Harden	Normal	Status			30	Self	
7	Harden	Normal	Status			30	Self	

BATTLE MOVES

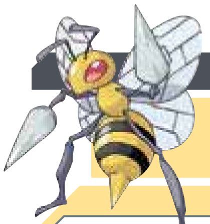
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BEEDRILL

015



BUG
POISON

WEIGHT: **65.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Swarm**
ITEMS: **None**

HEIGHT: **3'03"**



M/F HAVE SAME FORM

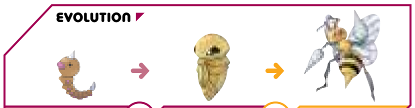


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its best attack involves flying around at high speed, striking with poison needles, then flying off.

PEARL Its best attack involves flying around at high speed, striking with poison needles, then flying off.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Kakuna level up to Lv10.
PEARL Make Kakuna level up to Lv10.
GBA After it evolves in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fury Attack	Normal	Physical	15	85	20	Normal	○
10	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Focus Energy	Normal	Status			30	Self	
16	Twineedle	Bug	Physical	25	100	20	Normal	
19	Rage	Normal	Physical	20	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Toxic Spikes	Poison	Status			20	Enemy2	
28	Pin Missile	Bug	Physical	14	85	20	Normal	
31	Agility	Psychic	Status			30	Self	
34	Assurance	Dark	Physical	50	100	10	Normal	○
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
40	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

PIDGEY

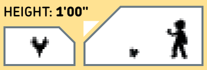
016



NORMAL
FLYING

WEIGHT: **4.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Keen Eye, Tangled Feet**
ITEMS: **None**

HEIGHT: **1'00"**



M/F HAVE SAME FORM

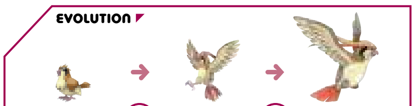


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is docile and prefers to avoid conflict. If disturbed, however, it can ferociously strike back.

PEARL It is docile and prefers to avoid conflict. If disturbed, however, it can ferociously strike back.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229 (Mass Outbreak)
PEARL Route 229 (Mass Outbreak)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sand Attack	Ground	Status		100	15	Normal	
9	Gust	Flying	Special	40	100	35	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status		100	20	Normal	
21	Twister	Dragon	Special	40	100	20	Enemy2	
25	FeatherDance	Flying	Status		100	15	Normal	
29	Agility	Psychic	Status			30	Self	
33	Wing Attack	Flying	Physical	60	100	35	Normal	○
37	Roost	Flying	Status			10	Self	
41	Tailwind	Flying	Status			30	Ally2	
45	Mirror Move	Flying	Status			20	DoM	
49	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

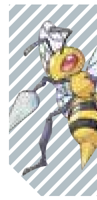
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60		20	Normal	○
Foresight	Normal	Status			40	Normal	
Steel Wing	Steel	Physical	70	90	25	Normal	○
Air Cutter	Flying	Special	55	95	25	Enemy2	
Air Slash	Flying	Special	75	95	20	Normal	
Brave Bird	Flying	Physical	120	100	15	Normal	○
Uproar	Normal	Special	50	100	10	Random1	





PIDGEOTTO

017



NORMAL
FLYING

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Tangled Feet
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

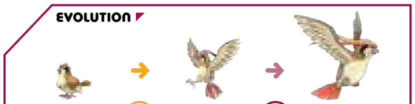


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It flies over its wide territory in search of prey, downing it with its highly developed claws.

PEARL It flies over its wide territory in search of prey, downing it with its highly developed claws.

EVOLUTION



Pidgey → LV18 → Pidgeotto → LV36 → Pidgeot

MAIN METHODS TO OBTAIN

DIAMOND Make Pidgey level up to Lv18.

PEARL Make Pidgey level up to Lv18.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand Attack	Ground	Status		100	15	Normal	
Basic	Gust	Flying	Special	40	100	35	Normal	
5	Sand Attack	Ground	Status		100	15	Normal	
9	Gust	Flying	Special	40	100	35	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status		100	20	Normal	
22	Twister	Dragon	Special	40	100	20	Enemy2	
27	FeatherDance	Flying	Status		100	15	Normal	
32	Agility	Psychic	Status			30	Self	
37	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Roost	Flying	Status			10	Self	
47	Tailwind	Flying	Status			30	Ally2	
52	Mirror Move	Flying	Status			20	DoM	
57	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

PIDGEOT

018



NORMAL
FLYING

WEIGHT: 87.1 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Tangled Feet
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

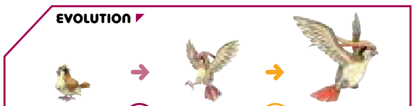


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND By flapping its wings with all its might, Pidgeot can make a gust of wind capable of bending tall trees.

PEARL By flapping its wings with all its might, Pidgeot can make a gust of wind capable of bending tall trees.

EVOLUTION



Pidgey → LV18 → Pidgeotto → LV36 → Pidgeot

MAIN METHODS TO OBTAIN

DIAMOND Make Pidgeotto level up to Lv36.

PEARL Make Pidgeotto level up to Lv36.

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand Attack	Ground	Status		100	15	Normal	
Basic	Gust	Flying	Special	40	100	35	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Sand Attack	Ground	Status		100	15	Normal	
9	Gust	Flying	Special	40	100	35	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status		100	20	Normal	
22	Twister	Dragon	Special	40	100	20	Enemy2	
27	FeatherDance	Flying	Status		100	15	Normal	
32	Agility	Psychic	Status			30	Self	
38	Wing Attack	Flying	Physical	60	100	35	Normal	○
44	Roost	Flying	Status			10	Self	
50	Tailwind	Flying	Status			30	Ally2	
56	Mirror Move	Flying	Status			20	DoM	
62	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM05	Defog	Flying	Status			15	Normal	

RATTATA 019



NORMAL

WEIGHT: **7.7 lbs.**
GENDER: **Male / Female**
ABILITY: **Run Away, Guts**
ITEMS: **Chilan Berry**

HEIGHT: **1'00"**

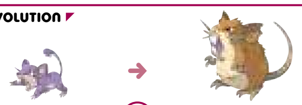
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Cautious in the extreme, its hardy vitality lets it live in any kind of environment.

PEARL Cautious in the extreme, its hardy vitality lets it live in any kind of environment.

EVOLUTION



Rattata → LV20 → Raticate

MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226
PEARL Route 225, Route 226
GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status			30	Self	
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
22	Crunch	Dark	Physical	80	100	15	Normal	○
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Super Fang	Normal	Physical		90	10	Normal	○
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
34	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Screech	Normal	Status		85	40	Normal	
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Reversal	Fighting	Physical		100	15	Normal	○
Uproar	Normal	Special	50	100	10	Random1	
Swagger	Normal	Status		90	15	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	○
Me First	Normal	Status			20	DoM	



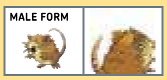
RATICATE 020



NORMAL

WEIGHT: **40.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Run Away, Guts**
ITEMS: **Chilan Berry**

HEIGHT: **2'04"**

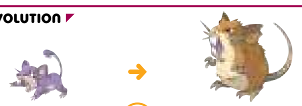
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It whittles its constantly growing fangs by gnawing on hard things. It can chew apart cinder walls.

PEARL It whittles its constantly growing fangs by gnawing on hard things. It can chew apart cinder walls.

EVOLUTION



Rattata → LV20 → Raticate

MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226
PEARL Route 225, Route 226
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

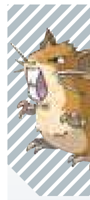
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Swords Dance	Normal	Status			30	Self	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status			30	Self	
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
20	Scary Face	Normal	Status		90	10	Normal	
24	Crunch	Dark	Physical	80	100	15	Normal	○
29	Assurance	Dark	Physical	50	100	10	Normal	○
34	Super Fang	Normal	Physical		90	10	Normal	○
39	Double-Edge	Normal	Physical	120	100	15	Normal	○
44	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SPEAROW

021



NORMAL
FLYING

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Keen Eye
ITEMS: None

HEIGHT: 1'00"

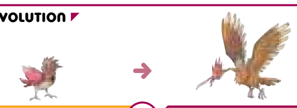
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It flaps its small wings busily to fly. Using its beak, it searches in grass for prey.

PEARL It flaps its small wings busily to fly. Using its beak, it searches in grass for prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226

PEARL Route 225, Route 226

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Leer	Normal	Status		100	30	Enemy2	
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60		20	Normal	○
21	Mirror Move	Flying	Status			20	DoM	
25	Agility	Psychic	Status			30	Self	
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Roost	Flying	Status			10	Self	
37	Drill Peck	Flying	Physical	80	100	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Faint Attack	Dark	Physical	60		20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Tri Attack	Normal	Special	80	100	10	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	
Whirlwind	Normal	Status		100	20	Normal	
Uproar	Normal	Special	50	100	10	Random1	

FEAROW

022



NORMAL
FLYING

WEIGHT: 83.8 lbs.
GENDER: Male / Female
ABILITY: Keen Eye
ITEMS: Sharp Beak

HEIGHT: 3'11"

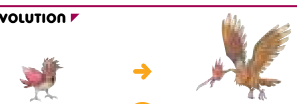
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the stamina to fly all day on its broad wings. It fights by using its sharp beak.

PEARL It has the stamina to keep flying all day on its broad wings. It fights by using its sharp beak.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226, Route 227, Stark Mountain

PEARL Route 225, Route 226, Route 227, Stark Mountain

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pluck	Flying	Physical	60	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Fury Attack	Normal	Physical	15	85	20	Normal	○
5	Leer	Normal	Status		100	30	Enemy2	
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60		20	Normal	○
23	Mirror Move	Flying	Status			20	DoM	
29	Agility	Psychic	Status			30	Self	
35	Assurance	Dark	Physical	50	100	10	Normal	○
41	Roost	Flying	Status			10	Self	
47	Drill Peck	Flying	Physical	80	100	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



EKANS 023

POISON

WEIGHT: 15.2 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Shed Skin
ITEMS: None

HEIGHT: 6'07"

M/F HAVE SAME FORM

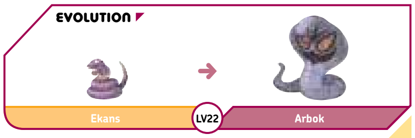


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sneaks through grass without making a sound and strikes unsuspecting prey from behind.

PEARL It sneaks through grass without making a sound and strikes unsuspecting prey from behind.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 212 on Pastoria City side. (After obtaining the National Pokédex, insert FireRed cartridge into your DS.)

PEARL Route 212 on Pastoria City side. (After obtaining the National Pokédex, insert FireRed cartridge into your DS.)

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
4	Poison Sting	Poison	Physical	15	100	35	Normal	
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status		75	30	Normal	
17	Screech	Normal	Status		85	40	Normal	
20	Acid	Poison	Special	40	100	30	Enemy2	
25	Stockpile	Normal	Status			20	Self	
25	Swallow	Normal	Status			10	Self	
25	Spit Up	Normal	Special		100	10	Normal	
28	Mud Bomb	Ground	Special	65	85	10	Normal	
33	Gastro Acid	Poison	Status		100	10	Normal	
36	Haze	Ice	Status			30	All	
41	Gunk Shot	Poison	Physical	120	70	5	Normal	

BATTLE MOVES

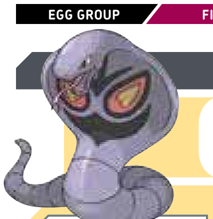
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Spite	Ghost	Status		100	10	Normal	
Beat Up	Dark	Physical	10	100	10	Normal	
Poison Fang	Poison	Physical	50	100	15	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Poison Tail	Poison	Physical	50	100	25	Normal	○
Disable	Normal	Status		80	20	Normal	



ARBOK 024

POISON

WEIGHT: 143.3 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Shed Skin
ITEMS: None

HEIGHT: 11'06"

M/F HAVE SAME FORM

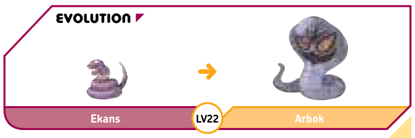


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The pattern on its belly is for intimidation. It constricts foes while they are frozen in fear.

PEARL The pattern on its belly is for intimidation. It constricts foes while they are frozen in fear.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
4	Poison Sting	Poison	Physical	15	100	35	Normal	
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status		75	30	Normal	
17	Screech	Normal	Status		85	40	Normal	
20	Acid	Poison	Special	40	100	30	Enemy2	
22	Crunch	Dark	Physical	80	100	14	Normal	○
28	Stockpile	Normal	Status			20	Self	
28	Swallow	Normal	Status			10	Self	
28	Spit Up	Normal	Special		100	10	Normal	
34	Mud Bomb	Ground	Special	65	85	10	Normal	
42	Gastro Acid	Poison	Status		100	10	Normal	
48	Haze	Ice	Status			30	All	
56	Gunk Shot	Poison	Physical	120	70	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

SINNOH POKÉDEX



PIKACHU

025

ELECTRIC

WEIGHT: 13.2 lbs.
GENDER: Male / Female
ABILITY: Static
ITEMS: Oran Berry, Light Ball

HEIGHT: 1'04"

MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in forests with others. It stores electricity in the pouches on its cheeks.

PEARL If it lets loose crackling power from the electric pouches on its cheeks, it is being wary.

EVOLUTION

Pichu → Level up on a high Friendship level → Pikachu → Use Thunderstone → Raichu

Pichu | LV16 | Pikachu | Raichu

MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion.

PEARL Trophy Garden in Pokémon Mansion.

GBA After you catch it in one of the GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD | FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Tail Whip	Normal	Status		100	30	Enemy2	
10	Thunder Wave	Electric	Status		100	20	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
18	Double Team	Normal	Status			15	Self	
21	Slam	Normal	Physical	80	75	20	Normal	○
26	Thunderbolt	Electric	Special	95	100	15	Normal	
29	Feint	Normal	Physical	50	100	10	Normal	
34	Agility	Psychic	Status			30	Self	
37	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
42	Light Screen	Psychic	Status			30	Ally2	
45	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



RAICHU

026

ELECTRIC

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Static
ITEMS: None

HEIGHT: 2'07"

MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It turns aggressive if it has too much electricity in its body. It discharges power through its tail.

PEARL It can let loose 100,000-volt bursts of electricity, instantly downing foes several times its size.

EVOLUTION

Pichu → Level up on a high Friendship level → Pikachu → Use Thunderstone → Raichu

Pichu | LV16 | Pikachu | Raichu

MAIN METHODS TO OBTAIN

DIAMOND Use Thunderstone to evolve Pikachu.

PEARL Use Thunderstone to evolve Pikachu.

GBA After you obtain it in one of the GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD | FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Thunderbolt	Electric	Special	95	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SANDSHREW 027

GROUND

WEIGHT: **26.5 lbs.**
GENDER: **Male / Female**
ABILITY: **Sand Veil**
ITEMS: **Quick Claw**

HEIGHT: **2'00"**

M/F HAVE SAME FORM

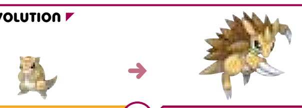


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To protect itself from attackers, it curls up into a ball. It lives in arid regions with minimal rainfall.

PEARL To protect itself from attackers, it curls up into a ball. It lives in arid regions with minimal rainfall.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Wayward Cave (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Wayward Cave (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you catch it in either LeafGreen, Ruby, Sapphire. or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
3	Defense Curl	Normal	Status			40	Self	
7	Sand-Attack	Ground	Status		100	15	Normal	
9	Poison Sting	Poison	Physical	15	100	35	Normal	
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60		20	Enemy2	
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
27	Sand Tomb	Ground	Physical	15	70	15	Normal	
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Gyro Ball	Steel	Physical		100	5	Normal	○
37	Sandstorm	Rock	Status			10	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Safeguard	Normal	Status			25	Ally2	
Counter	Fighting	Physical		100	20	Self	○
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Metal Claw	Steel	Physical	50	95	35	Normal	○
Swords Dance	Normal	Status			30	Self	
Crush Claw	Normal	Physical	75	95	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○



SANDSLASH 028

GROUND

WEIGHT: **65.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Sand Veil**
ITEMS: **Quick Claw**

HEIGHT: **3'03"**

M/F HAVE SAME FORM

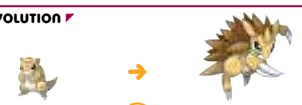


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It curls up, then rolls into foes with its back. Its sharp spines inflict severe damage.

PEARL It curls up, then rolls into foes with its back. Its sharp spines inflict severe damage.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228 (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Route 228 (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you obtain it in either LeafGreen, Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
3	Defense Curl	Normal	Status			40	Self	
7	Sand-Attack	Ground	Status		100	15	Normal	
9	Poison Sting	Poison	Physical	15	100	35	Normal	
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60		20	Enemy2	
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
22	Crush Claw	Normal	Physical	75	95	10	Normal	○
28	Fury Cutter	Bug	Physical	10	85	20	Normal	○
33	Sand Tomb	Ground	Physical	15	70	15	Normal	
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Gyro Ball	Steel	Physical		100	5	Normal	○
52	Sandstorm	Rock	Status			10	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○









NIDORAN ♀

029

POISON

WEIGHT: **15.4 lbs.**
GENDER: **Female Only**
ABILITY: **Poison Point, Rivalry**
ITEMS: **None**

HEIGHT: **1'04"**

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND While it does not prefer to fight, even one drop of the poison it secretes from barbs can be fatal.

PEARL While it does not prefer to fight, even one drop of the poison it secretes from barbs can be fatal.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 201 (Use Poké Radar)

PEARL Route 201 (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status		100	30	Enemy2	
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Helping Hand	Normal	Status			20	Ally1	
31	Toxic Spikes	Poison	Status			20	Enemy2	
33	Flatter	Dark	Status		100	15	Normal	
37	Crunch	Dark	Physical	80	100	15	Normal	○
43	Captivate	Normal	Status		100	20	Enemy2	
45	Poison Fang	Poison	Physical	50	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Supersonic	Normal	Status		55	20	Normal	
Disable	Normal	Status		80	20	Normal	
Take Down	Normal	Physical	90	85	20	Normal	○
Focus Energy	Normal	Status			30	Self	
Charm	Normal	Status		100	20	Normal	
Counter	Fighting	Physical		100	20	Self	○
Beat Up	Dark	Physical	10	100	10	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○





NIDORINA

030

POISON

WEIGHT: **44.1 lbs.**
GENDER: **Female Only**
ABILITY: **Poison Point, Rivalry**
ITEMS: **None**

HEIGHT: **2'07"**

FEMALE FORM

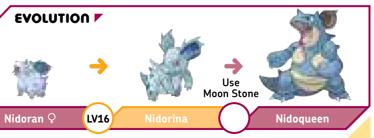


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it senses danger, it raises all the barbs on its body. These barbs grow slower than Nidorino's.

PEARL When it senses danger, it raises all the barbs on its body. These barbs grow slower than Nidorino's.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 221, Valor Lakefront (Use Poké Radar)

PEARL Route 221, Valor Lakefront (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status		100	30	Enemy2	
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
23	Bite	Dark	Physical	60	100	25	Normal	○
28	Helping Hand	Normal	Status			20	Ally1	
35	Toxic Spikes	Poison	Status			20	Enemy2	
38	Flatter	Dark	Status		100	15	Normal	
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Captivate	Normal	Status		100	20	Enemy2	
58	Poison Fang	Poison	Physical	50	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	25	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



NIDOQUEEN 031



POISON
GROUND

WEIGHT: 132.3 lbs.
GENDER: Female Only
ABILITY: Poison Point, Rivalry
ITEMS: None

HEIGHT: 4'03"

FEMALE FORM

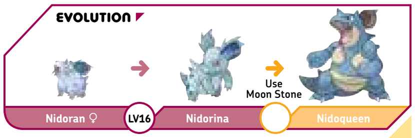


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its entire body is armored with hard scales. It will protect the young in its burrow with its life.

PEARL Its entire body is armored with hard scales. It will protect the young in its burrow with its life.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Moon Stone on Nidorina.
PEARL Use Moon Stone on Nidorina.
GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Double Kick	Fighting	Physical	30	100	30	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
23	Body Slam	Normal	Physical	85	100	15	Normal	○
43	Earth Power	Ground	Special	90	100	10	Normal	
58	Super Power	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

NIDORAN ♂ 032



POISON

WEIGHT: 19.8 lbs.
GENDER: Male Only
ABILITY: Poison Point, Rivalry
ITEMS: None

HEIGHT: 1'08"

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It scans its surroundings by raising its ears out of the grass. Its toxic horn is for protection.

PEARL It scans its surroundings by raising its ears out of the grass. Its toxic horn is for protection.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 201 (Use Poké Radar)
PEARL Route 201 (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status			30	Self	
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	
19	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Horn Attack	Normal	Physical	65	100	25	Normal	○
25	Helping Hand	Normal	Status			20	Ally1	
31	Toxic Spikes	Poison	Status			20	Enemy2	
33	Flatter	Dark	Status		100	15	Normal	
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Captivate	Normal	Status		100	20	Enemy2	
45	Horn Drill	Normal	Physical		30	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

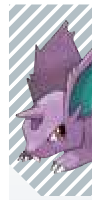
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Supersonic	Normal	Status		55	20	Normal	
Disable	Normal	Status		80	20	Normal	
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status			20	Self	
Confusion	Psychic	Special	50	100	25	Normal	
Beat Up	Dark	Physical	10	100	10	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	○







NIDORINO 033



POISON

WEIGHT: 43.0 lbs.
GENDER: Male Only
ABILITY: Poison Point, Rivalry
ITEMS: None

HEIGHT: 2'11"

MALE FORM

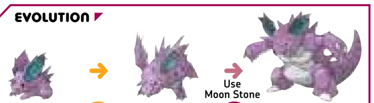


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a violent disposition and stabs foes with its horn, which oozes poison upon impact.

PEARL It has a violent disposition and stabs foes with its horn, which oozes poison upon impact.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 221, Valor Lakefront (Use Poké Radar)
PEARL Route 221, Valor Lakefront (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Peck	Flying	Physical	35	100	35	Normal	◯
7	Focus Energy	Normal	Status			30	Self	
9	Double Kick	Fighting	Physical	30	100	30	Normal	◯
13	Poison Sting	Poison	Physical	15	100	35	Normal	
20	Fury Attack	Normal	Physical	15	85	20	Normal	◯
23	Horn Attack	Normal	Physical	65	100	25	Normal	◯
28	Helping Hand	Normal	Status			20	Ally1	
35	Toxic Spikes	Poison	Status			20	Enemy2	
38	Flatter	Dark	Status		100	15	Normal	
43	Poison Jab	Poison	Physical	80	100	20	Normal	◯
50	Captivate	Normal	Status		100	20	Enemy2	
58	Horn Drill	Normal	Physical		30	5	Normal	◯

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

NIDOKING 034



POISON
GROUND

WEIGHT: 136.7 lbs.
GENDER: Male
ABILITY: Poison Point, Rivalry
ITEMS: None

HEIGHT: 4'07"

MALE FORM

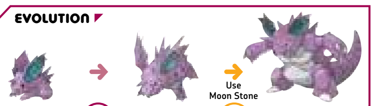


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND One swing of its mighty tail can snap a telephone pole as if it were a matchstick.

PEARL One swing of its mighty tail can snap a telephone pole as if it were a matchstick.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Moon Stone on Nidorino.
PEARL Use Moon Stone on Nidorino.
GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	◯
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Double Kick	Fighting	Physical	30	100	30	Normal	◯
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
23	Thrash	Normal	Physical	90	100	20	Random1	◯
43	Earth Power	Ground	Special	90	100	10	Normal	
58	Megahorn	Bug	Physical	120	85	10	Normal	◯

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯



CLEFAIRY 035

NORMAL

WEIGHT: 16.5 lbs.
GENDER: Male / Female
ABILITY: Cute Charm, Magic Guard
ITEMS: Leppa Berry, Moon Stone

HEIGHT: 2'00"



M/F HAVE SAME FORM

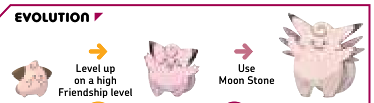


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Thought to live with others on quiet mountains, it is popular for its adorable nature.

PEARL It flies using the wings on its back to collect moonlight. This Pokémon is difficult to find.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (1st visit), Trophy Garden in Pokémon Mansion (After obtaining National Pokédex, go speak to the mansion owner).

PEARL Mt. Coronet (1st visit), Trophy Garden in Pokémon Mansion (After obtaining National Pokédex, go speak to the mansion owner).

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
4	Encore	Normal	Status		100	5	Normal	
7	Sing	Normal	Status		55	15	Normal	
10	DoubleSlap	Normal	Physical	15	85	10	Normal	○
13	Defense Curl	Normal	Status			40	Self	
16	Follow Me	Normal	Status			20	Self	
19	Minimize	Normal	Status			20	Self	
22	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
25	Cosmic Power	Psychic	Status			20	Self	
28	Lucky Chant	Normal	Status			30	Ally2	
31	Metronome	Normal	Status			10	DoM	
34	Gravity	Psychic	Status			5	All	
37	Moonlight	Normal	Status			5	Self	
40	Light Screen	Psychic	Status			30	Ally2	
43	Meteor Mash	Steel	Physical	100	85	10	Normal	○
46	Healing Wish	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



CLEFABLE 036

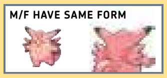
NORMAL

WEIGHT: 88.2 lbs.
GENDER: Male / Female
ABILITY: Cute Charm, Magic Guard
ITEMS: None

HEIGHT: 4'03"



M/F HAVE SAME FORM

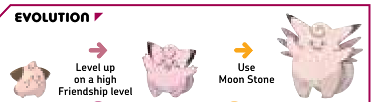


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Rarely seen by people, it is said to be drawn by the full moon to play at deserted lakes.

PEARL Its hearing is so acute it can hear a pin drop over half a mile away. It lives on quiet mountains.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Moon Stone on Clefairy.

PEARL Use Moon Stone on Clefairy.

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sing	Normal	Status		55	15	Normal	
Basic	DoubleSlap	Normal	Physical	15	85	10	Normal	○
Basic	Minimize	Normal	Status			20	Self	
Basic	Metronome	Normal	Status			10	DoM	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

VULPIX 037



FIRE

WEIGHT: **21.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Flash Fire**
ITEMS: **Rawst Berry**

HEIGHT: **2'00"**

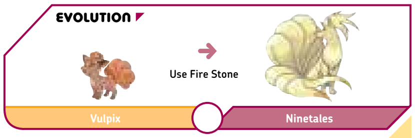
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It controls balls of fire. As it grows, its six tails split from their tips to make more tails.

PEARL It controls balls of fire. As it grows, its six tails split from their tips to make more tails.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 209 (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Route 209 (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you catch it in either LeafGreen, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ember	Fire	Special	40	100	25	Normal	
4	Tail Whip	Normal	Status		100	30	Enemy2	
7	Roar	Normal	Status		100	20	Normal	
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
14	Will-O-Wisp	Fire	Status		75	15	Normal	
17	Confuse Ray	Ghost	Status		100	10	Normal	
21	Imprison	Psychic	Status			10	Self	
24	Flamethrower	Fire	Special	95	100	15	Normal	
27	Safeguard	Normal	Status			25	Ally2	
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Fire Spin	Fire	Special	15	70	15	Normal	
37	Captivate	Normal	Status		100	20	Enemy2	
41	Grudge	Ghost	Status			5	Self	
44	Extrasensory	Psychic	Special	80	100	30	Normal	
47	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

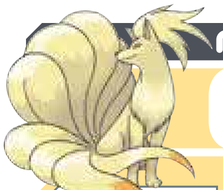
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Faint Attack	Dark	Physical	60		20	Normal	○
Hypnosis	Psychic	Status		70	20	Normal	
Flail	Normal	Physical		100	15	Normal	○
Spite	Ghost	Status		100	10	Normal	
Disable	Normal	Status		80	20	Normal	
Howl	Normal	Status			40	Self	
Psych Up	Normal	Status			10	Normal	
Heat Wave	Fire	Special	100	90	10	Enemy2	
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Extrasensory	Psychic	Special	80	100	30	Normal	
Energy Ball	Grass	Special	80	100	10	Normal	

NINETALES 038



FIRE

WEIGHT: **43.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Flash Fire**
ITEMS: **None**

HEIGHT: **3'07"**

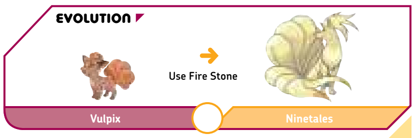
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its nine tails are said to be imbued with a mystic power. It can live for a thousand years.

PEARL Its nine tails are said to be imbued with a mystic power. It can live for a thousand years.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Fire Stone on Vulpix.

PEARL Use Fire Stone on Vulpix.

GBA After you obtain it in either LeafGreen, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Nasty Plot	Dark	Status			20	Self	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Confuse Ray	Ghost	Status		100	10	Normal	
Basic	Safeguard	Normal	Status			25	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	



JIGGLYPUFF

039

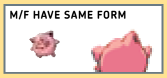
NORMAL

WEIGHT: **12.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Cute Charm**
ITEMS: **None**

HEIGHT: **1'08"**



M/F HAVE SAME FORM

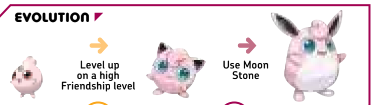


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it wavers its big, round eyes, it begins singing a lullaby that makes everyone drowsy.

PEARL When it wavers its big, round eyes, it begins singing a lullaby that makes everyone drowsy.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sing	Normal	Status		55	15	Normal	
5	Defense Curl	Normal	Status			40	Self	
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Disable	Normal	Status		80	20	Normal	
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	DoubleSlap	Normal	Physical	15	85	10	Normal	○
25	Rest	Psychic	Status			10	Self	
29	Body Slam	Normal	Physical	85	100	15	Normal	○
33	Gyro Ball	Steel	Physical		100	5	Normal	○
37	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
41	Mimic	Normal	Status			10	Normal	
45	Hyper Voice	Normal	Special	90	100	10	Enemy2	
49	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○



WIGGLYTUFF

040

NORMAL

WEIGHT: **26.5 lbs.**
GENDER: **Male / Female**
ABILITY: **Cute Charm**
ITEMS: **None**

HEIGHT: **3'03"**



M/F HAVE SAME FORM

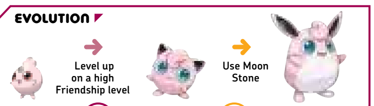


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its fine fur feels sublime to the touch. It can expand its body by inhaling air.

PEARL Its fine fur feels sublime to the touch. It can expand its body by inhaling air.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Moon Stone on Jigglypuff.

PEARL Use Moon Stone on Jigglypuff.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sing	Normal	Status		55	15	Normal	
Basic	Disable	Normal	Status		80	20	Normal	
Basic	Defense Curl	Normal	Status			40	Self	
Basic	DoubleSlap	Normal	Physical	15	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○







ZUBAT 041



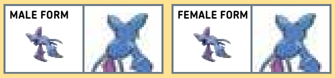
POISON FLYING

WEIGHT: 16.5 lbs.
GENDER: Male / Female
ABILITY: Inner Focus
ITEMS: None

HEIGHT: 2'07"



MALE FORM / FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Even though it has no eyes, it can sense obstacles using ultrasonic waves it emits from its mouth.

PEARL Disliking sunlight, it sleeps deep in forests and caves until sundown.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Oreburgh Gate 1FL, Ravaged Path, Wayward Cave 1FL, B1, Lost Tower, Route 203, Route 204

PEARL Oreburgh Gate 1FL, Ravaged Path, Wayward Cave 1FL, B1, Lost Tower, Route 203, Route 204

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leech Life	Bug	Physical	20	100	15	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status		100	10	Normal	
25	Air Cutter	Flying	Special	55	95	25	Enemy2	
29	Mean Look	Normal	Status			5	Normal	
33	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Haze	Ice	Status			30	All	
41	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

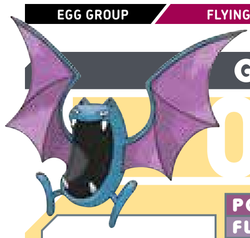
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60		20	Normal	○
Gust	Flying	Special	40	100	35	Normal	
Whirlwind	Normal	Status		100	20	Normal	
Curse	???	Status			10	Normal/Self	
Nasty Plot	Dark	Status			20	Self	
Hypnosis	Psychic	Status		70	20	Normal	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Brave Bird	Flying	Physical	120	100	15	Normal	○

GOLBAT 042

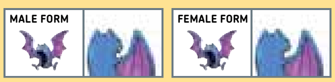


POISON FLYING

WEIGHT: 121.3 lbs.
GENDER: Male / Female
ABILITY: Inner Focus
ITEMS: None

HEIGHT: 5'03"

MALE FORM / FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves the blood of humans and Pokémon. It flies around at night in search of neck veins.

PEARL Once it starts sucking blood, it does not stop until it is full. It flies at night in search of prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Lost Tower 5FL, Snowpoint Temple, Turnback Cave, Route 227

PEARL Lost Tower 5FL, Snowpoint Temple, Turnback Cave, Route 227

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Screech	Normal	Status		85	40	Normal	
Basic	Leech life	Bug	Physical	20	100	15	Normal	○
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status		100	10	Normal	
27	Air Cutter	Flying	Special	55	95	25	Enemy2	
33	Mean Look	Normal	Status			5	Normal	
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status			30	All	
51	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	



ODDISH

043

GRASS
POISON

WEIGHT: **11.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Chlorophyll**
ITEMS: **None**

HEIGHT: **1'08"**

M/F HAVE SAME FORM

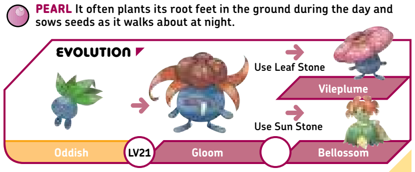


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It often plants its root feet in the ground during the day and sows seeds as it walks about at night.

PEARL It often plants its root feet in the ground during the day and sows seeds as it walks about at night.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229, Route 230
PEARL Route 229, Route 230
GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
5	Sweet Scent	Normal	Status		100	20	Enemy2	
9	Acid	Poison	Special	40	100	30	Enemy2	
13	PoisonPowder	Poison	Status		75	35	Normal	
15	Stun Spore	Grass	Status		75	30	Normal	
17	Sleep Powder	Grass	Status		75	15	Normal	
21	Mega Drain	Grass	Special	40	100	15	Normal	
25	Lucky Chant	Normal	Status			30	Ally2	
29	Natural Gift	Normal	Physical		100	15	Normal	
33	Moonlight	Normal	Status			5	Self	
37	Giga Drain	Grass	Special	60	100	10	Normal	
41	Petal Dance	Grass	Special	90	100	20	Random1	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Swords Dance	Normal	Status			30	Self	
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Flail	Normal	Physical		100	15	Normal	○
Synthesis	Grass	Status			5	Self	
Charm	Normal	Status		100	20	Normal	
Ingrain	Grass	Status			20	Self	
Tickle	Normal	Status		100	20	Normal	



GLOOM

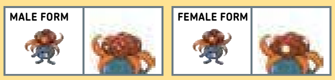
044

GRASS
POISON

WEIGHT: **19.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Chlorophyll**
ITEMS: **None**

HEIGHT: **2'07"**

MALE FORM | FEMALE FORM

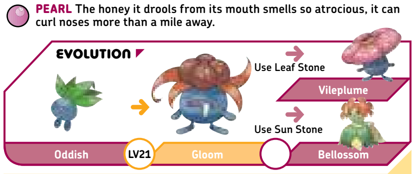


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The honey it drools from its mouth smells so atrocious, it can curl noses more than a mile away.

PEARL The honey it drools from its mouth smells so atrocious, it can curl noses more than a mile away.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229, Route 224, Route 230
PEARL Route 229, Route 224, Route 230
GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

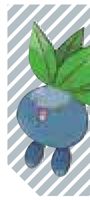
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Acid	Poison	Special	40	100	30	Enemy2	
5	Sweet Scent	Normal	Status		100	20	Enemy2	
9	Acid	Poison	Special	40	100	30	Enemy2	
13	PoisonPowder	Poison	Status		75	35	Normal	
15	Stun Spore	Grass	Status		75	30	Normal	
17	Sleep Powder	Grass	Status		75	15	Normal	
23	Mega Drain	Grass	Special	40	100	15	Normal	
29	Lucky Chant	Normal	Status			30	Ally2	
35	Natural Gift	Normal	Physical		100	15	Normal	
41	Moonlight	Normal	Status			5	Self	
47	Giga Drain	Grass	Special	60	100	10	Normal	
53	Petal Dance	Grass	Special	90	100	20	Random1	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

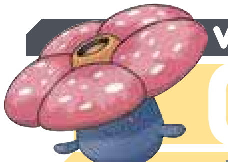
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM01	Cut	Normal	Physical	50	95	30	Normal	○





VILEPLUME 045



GRASS
POISON

WEIGHT: **41.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Chlorophyll**
ITEMS: **None**

HEIGHT: 3'11"

MALE FORM



FEMALE FORM

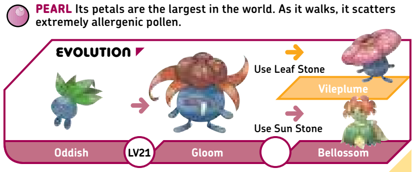


- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND Its petals are the largest in the world. As it walks, it scatters extremely allergenic pollen.

PEARL Its petals are the largest in the world. As it walks, it scatters extremely allergenic pollen.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Leaf Stone on Gloom.

PEARL Use Leaf Stone on Gloom.

GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mega Drain	Grass	Special	40	100	15	Normal	
Basic	Aromatherapy	Grass	Status			5	All Allies	
Basic	Stun Spore	Grass	Status		75	30	Normal	
Basic	PoisonPowder	Poison	Status		75	35	Normal	
53	Petal Dance	Grass	Special	90	100	20	Random1	○
65	SolarBeam	Grass	Special	120	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

PARAS 046



BUG
GRASS

WEIGHT: **11.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Effect Spore, Dry Skin**
ITEMS: **Tinymushroom, Big Mushroom**

HEIGHT: 1'00"

M/F HAVE SAME FORM

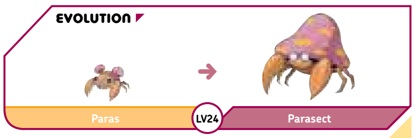


- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND Mushrooms named tochukaso grow on its back. They grow along with the host Paras.

PEARL Mushrooms named tochukaso grow on its back. They grow along with the host Paras.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
6	Stun Spore	Grass	Status		75	30	Normal	
6	PoisonPowder	Poison	Status		75	35	Normal	
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status		100	15	Normal	
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Growth	Normal	Status			40	Self	
33	Giga Drain	Grass	Special	60	100	10	Normal	
38	Aromatherapy	Grass	Status			5	All Allies	
43	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
False Swipe	Normal	Physical	40	100	40	Normal	○
Screech	Normal	Status		85	40	Normal	
Counter	Fighting	Physical		100	20	Self	○
Psybeam	Psychic	Special	65	100	20	Normal	
Flail	Normal	Physical		100	15	Normal	○
Sweet Scent	Normal	Status		100	20	Enemy2	
Light Screen	Psychic	Status			30	Ally2	
Pursuit	Dark	Physical	40	100	20	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○

PARASECT 047



BUG
GRASS

WEIGHT: 65.0 lbs.
GENDER: Male / Female
ABILITY: Effect Spore, Dry Skin
ITEMS: None

HEIGHT: 3'03"



M/F HAVE SAME FORM

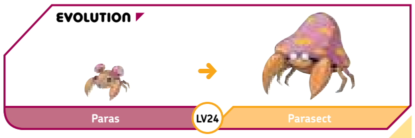


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A mushroom grown larger than the host's body controls Parasect. It scatters poisonous spores.

PEARL It is controlled by a mushroom grown larger than the bug body. It is said to prefer damp places.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Paras level up to Lv24.
PEARL Make Paras level up to Lv24.
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Cross Poison	Poison	Physical	70	100	20	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Stun Spore	Grass	Status		75	30	Normal	
Basic	PoisonPowder	Poison	Status		75	35	Normal	
Basic	Leech Life	Bug	Physical	20	100	15	Normal	○
6	Stun Spore	Grass	Status		75	30	Normal	
6	PoisonPowder	Poison	Status		75	35	Normal	
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status		100	15	Normal	
22	Slash	Normal	Physical	70	100	20	Normal	○
30	Growth	Normal	Status			40	Self	
39	Giga Drain	Grass	Special	60	100	10	Normal	
47	Aromatherapy	Grass	Status			5	All Allies	
55	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

VENONAT 048



BUG
POISON

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Compoundeyes, Tinted Lens
ITEMS: None

HEIGHT: 3'03"



M/F HAVE SAME FORM

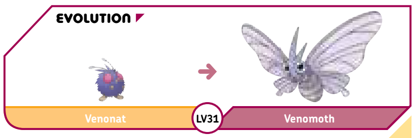


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its big eyes are actually clusters of tiny eyes. At night, its kind is drawn by light.

PEARL Its big eyes are actually clusters of tiny eyes. At night, its kind is drawn by light.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229 (Use Poké Radar)
PEARL Route 229 (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Disable	Normal	Status		80	20	Normal	
Basic	Foresight	Normal	Status			40	Normal	
5	Supersonic	Normal	Status		55	20	Normal	
11	Confusion	Psychic	Special	50	100	25	Normal	
13	PoisonPowder	Poison	Status		75	35	Normal	
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status		75	30	Normal	
25	Psybeam	Psychic	Special	65	100	20	Normal	
29	Sleep Powder	Grass	Status		75	15	Normal	
35	Signal Beam	Bug	Special	75	100	15	Normal	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Poison Fang	Poison	Physical	50	100	15	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Baton Pass	Normal	Status			40	Self	
Screech	Normal	Status		85	40	Normal	
Giga Drain	Grass	Special	60	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	
Agility	Psychic	Status			30	Self	
Morning Sun	Normal	Status			5	Self	
Toxic Spikes	Poison	Status			20	Enemy2	
Bug Bite	Bug	Physical	60	100	20	Normal	○

SINNOH POKÉDEX







VENOMOTH

049

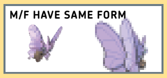


BUG
POISON

WEIGHT: 27.6 lbs.
GENDER: Male / Female
ABILITY: Shield Dust, Tinted Lens
ITEMS: Shed Shell

HEIGHT: 4'11"

M/F HAVE SAME FORM

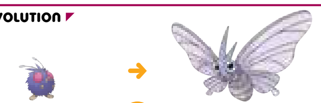


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It flutters its wings to scatter dustlike scales. The scales leach toxins if they contact skin.

PEARL It flutters its wings to scatter dustlike scales. The scales leach toxins if they contact skin.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229 (Use Poké Radar)
PEARL Route 229 (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Silver Wind	Bug	Special	60	100	5	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Disable	Normal	Status		80	20	Normal	
Basic	Foresight	Normal	Status			40	Normal	
Basic	Supersonic	Normal	Status		55	20	Normal	
5	Supersonic	Normal	Status		55	20	Normal	
11	Confusion	Psychic	Special	50	100	25	Normal	
13	PoisonPowder	Poison	Status		75	35	Normal	
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status		75	30	Normal	
25	Psybeam	Psychic	Special	65	100	20	Normal	
29	Sleep Powder	Grass	Status		75	15	Normal	
31	Gust	Flying	Special	40	100	35	Normal	
37	Signal Beam	Bug	Special	75	100	15	Normal	
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
47	Poison Fang	Poison	Physical	50	100	15	Normal	○
55	Psychic	Psychic	Special	90	100	10	Normal	
59	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	

DIGLETT

050

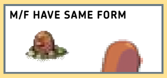


GROUND

WEIGHT: 1.8 lbs.
GENDER: Male / Female
ABILITY: Sand Veil, Arena Trap
ITEMS: Soft Sand

HEIGHT: 0'08"

M/F HAVE SAME FORM

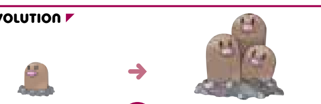


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lives underground. Because of its dark habitat, it is repelled by bright sunlight.

PEARL A Pokémon that lives underground. Because of its dark habitat, it is repelled by bright sunlight.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228
PEARL Route 228
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
4	Growl	Normal	Status		100	40	Enemy2	
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
15	Mud-Slap	Ground	Special	20	100	10	Normal	
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Earth Power	Ground	Special	90	100	10	Normal	
29	Mud Bomb	Ground	Special	65	85	10	Normal	
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
40	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

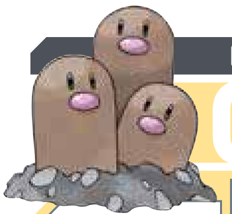
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Faint Attack	Dark	Physical	60		20	Normal	○
Screech	Normal	Status		85	40	Normal	
AncientPower	Rock	Special	60	100	5	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	
Uproar	Normal	Special	50	100	10	Random1	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Mud Bomb	Ground	Special	65	85	10	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○



DUGTRIO 051

GROUND

WEIGHT: 73.4 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
Arena Trap
ITEMS: Soft Sand

HEIGHT: 2'04"

M/F HAVE SAME FORM

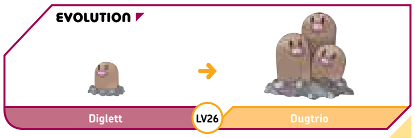


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its three heads move alternately, driving it through tough soil to depths of over 60 miles.

PEARL Its three heads move alternately, driving it through tough soil to depths of over 60 miles.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228

PEARL Route 228

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Night Slash	Dark	Physical	70	100	15	Normal	○
Basic	Tri Attack	Normal	Special	80	100	10	Normal	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
4	Growl	Normal	Status		100	40	Enemy2	
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
15	Mud Slap	Ground	Special	20	100	10	Normal	
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Sand Tomb	Ground	Physical	15	70	15	Normal	
28	Earth Power	Ground	Special	90	100	10	Normal	
33	Mud Bomb	Ground	Special	65	85	10	Normal	
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
50	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



MEOWTH 052

NORMAL

WEIGHT: 9.3 lbs.
GENDER: Male / Female
ABILITY: Pickup
Technician
ITEMS: Quick Claw

HEIGHT: 1'04"

M/F HAVE SAME FORM

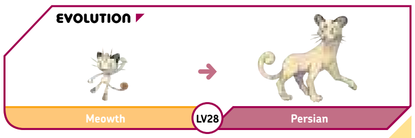


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is nocturnal in nature. If it spots something shiny, its eyes glitter brightly.

PEARL It is nocturnal in nature. If it spots something shiny, its eyes glitter brightly.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status		85	40	Normal	
22	Faint Attack	Dark	Physical	60		20	Normal	○
25	Taunt	Dark	Status		100	20	Normal	
30	Pay Day	Normal	Physical	40	100	20	Normal	
33	Slash	Normal	Physical	70	100	20	Normal	○
38	Nasty Plot	Dark	Status			20	Self	
41	Assurance	Dark	Physical	50	100	10	Normal	○
46	Captivate	Normal	Status		100	20	Enemy2	
49	Night Slash	Dark	Physical	70	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○

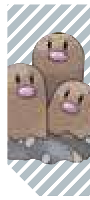
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Spite	Ghost	Status		100	10	Normal	
Charm	Normal	Status		100	20	Normal	
Hypnosis	Psychic	Status		70	20	Normal	
Amnesia	Psychic	Status			20	Self	
Psych Up	Normal	Status			10	Normal	
Assist	Normal	Status			20	DoM	
Odor Sleuth	Normal	Status			40	Normal	
Flail	Normal	Physical		100	15	Normal	○
Last Resort	Normal	Physical	130	100	5	Normal	○
Punishment	Dark	Physical		100	5	Normal	○

SINNOH POKÉDEX





PERSIAN

053



NORMAL

WEIGHT: 70.5 lbs.
GENDER: Male / Female
ABILITY: Technician, Limber
ITEMS: None

HEIGHT: 3'03"



M/F HAVE SAME FORM

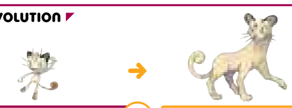


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A very haughty Pokémon. Among fans, the size of the jewel in its forehead is a topic of much talk.

PEARL A very haughty Pokémon. Among fans, the size of the jewel in its forehead is a topic of much talk.

EVOLUTION



Meowth → LV28 → Persian

MAIN METHODS TO OBTAIN

DIAMOND Make Meowth level up to Lv28.

PEARL Make Meowth level up to Lv28.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Switcheroo	Dark	Status		100	10	Normal	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status		85	40	Normal	
22	Faint Attack	Dark	Physical	60		20	Normal	○
25	Taunt	Dark	Status		100	20	Normal	
32	Power Gem	Rock	Special	70	100	20	Normal	
37	Slash	Normal	Physical	70	100	20	Normal	○
44	Nasty Plot	Dark	Status			20	Self	
49	Assurance	Dark	Physical	50	100	10	Normal	○
56	Captivate	Normal	Status		100	20	Enemy2	
61	Night Slash	Dark	Physical	70	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

PSYDUCK

054



WATER

WEIGHT: 43.2 lbs.
GENDER: Male / Female
ABILITY: Damp, Cloud Nine
ITEMS: None

HEIGHT: 2'07"



M/F HAVE SAME FORM

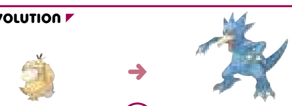


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If its usual headache worsens, it starts exhibiting odd powers. It can't remember doing so, however.

PEARL It never remembers using its odd powers, so it always tilts its head in puzzlement about it.

EVOLUTION



Psyduck → LV33 → Golduck

MAIN METHODS TO OBTAIN

DIAMOND Oreburgh Gate 1st Basement, Eterna City, Pastoria Great Marsh, Ravaged Path, Lake Acuity, Lake Valor, Routes 203, 204, 205, 208, & 210

PEARL Oreburgh Gate 1st Basement, Eterna City, Pastoria Great Marsh, Ravaged Path, Lake Acuity, Lake Valor, Routes 203, 204, 205, 208, & 210

GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Sport	Water	Status			15	All	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Water Gun	Water	Special	40	100	25	Normal	
14	Disable	Normal	Status		80	20	Normal	
18	Confusion	Psychic	Special	50	100	25	Normal	
22	Water Pulse	Water	Special	60	100	20	Normal	
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status		85	40	Normal	
35	Psych Up	Normal	Status			10	Normal	
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
44	Amnesia	Psychic	Status			20	Self	
48	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hypnosis	Psychic	Status		70	20	Normal	
Psybeam	Psychic	Special	65	100	20	Normal	
Foresight	Normal	Status			40	Normal	
Light Screen	Psychic	Status			30	Ally2	
Future Sight	Psychic	Special	80	90	15	Normal	
Psychic	Psychic	Special	90	100	10	Normal	
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Refresh	Normal	Status			20	Self	
Confuse Ray	Ghost	Status		100	10	Normal	
Yawn	Normal	Status			10	Normal	
Mud Bomb	Ground	Special	65	85	10	Normal	



GOLDUCK 055

WATER

WEIGHT: **168.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Damp, Cloud Nine**
ITEMS: **None**

HEIGHT: **5'07"**

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lives in lakes. It swims faster than any human swimming champion.

PEARL The flippers of its well-developed limbs give it shocking speed. It is the best swimmer among Pokémon.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 208 (On water), Route 225 (On water), Resort Area (On water), Sendoff Spring (On water), Route 226, Route 230

PEARL Route 208 (On water), Route 225 (On water), Resort Area (On water), Sendoff Spring (On water), Route 226, Route 230

GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Sport	Water	Status			15	All	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Water Gun	Water	Special	40	100	25	Normal	
14	Disable	Normal	Status		80	20	Normal	
18	Confusion	Psychic	Special	50	100	25	Normal	
22	Water Pulse	Water	Special	60	100	20	Normal	
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status		85	40	Normal	
37	Psych Up	Normal	Status			10	Normal	
44	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
50	Amnesia	Psychic	Status			20	Self	
56	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



MANKEY 056

FIGHTING

WEIGHT: **61.7 lbs.**
GENDER: **Male / Female**
ABILITY: **Vital Spirit, Anger Point**
ITEMS: **Payapa Berry**

HEIGHT: **1'08"**

M/F HAVE SAME FORM

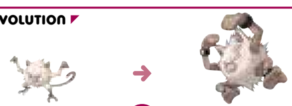


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in treetop colonies. If one becomes enraged, the whole colony rampages for no reason.

PEARL It lives in treetop colonies. If one becomes enraged, the whole colony rampages for no reason.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226 (Use Poké Radar)

PEARL Route 225, Route 226 (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Covet	Normal	Physical	40	100	40	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical		100	20	Normal	○
21	Screech	Normal	Status		85	40	Normal	
25	Assurance	Dark	Physical	50	100	10	Normal	○
33	Swagger	Normal	Status		90	15	Normal	
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
41	Thrash	Normal	Physical	90	100	20	Random1	○
45	Punishment	Dark	Physical		100	5	Normal	○
49	Close Combat	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Foresight	Normal	Status			40	Normal	
Meditate	Psychic	Status			40	Self	
Counter	Fighting	Physical		100	20	Self	○
Reversal	Fighting	Physical		100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	
Revenge	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○



PRIMEAPE 057



FIGHTING

WEIGHT: 70.5 lbs.
GENDER: Male / Female
ABILITY: Vital Spirit, Anger Point
ITEMS: Payapa Berry
HEIGHT: 3'03"

M/F HAVE SAME FORM

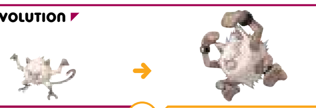


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grows angry if you see its eyes and gets angrier if you run. If you beat it, it gets even madder.

PEARL It grows angry if you see its eyes and gets angrier if you run. If you beat it, it gets even madder.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 227 (Use Poké Radar)
PEARL Route 225, Route 227 (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fling	Dark	Physical		100	10	Normal	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical		100	20	Normal	○
21	Screech	Normal	Status		85	40	Normal	
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Rage	Normal	Physical	20	100	20	Normal	○
35	Swagger	Normal	Status		90	15	Normal	
41	Cross Chop	Fighting	Physical	100	80	5	Normal	○
47	Thrash	Normal	Physical	90	100	20	Random1	○
53	Punishment	Dark	Physical		100	5	Normal	○
59	Close Combat	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

GROWLITHE 058



FIRE

WEIGHT: 41.9 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Flash Fire
ITEMS: Rawst Berry
HEIGHT: 2'04"

M/F HAVE SAME FORM

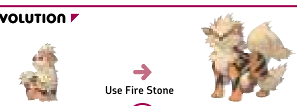


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon with a loyal nature. It will remain motionless until it is given an order by its Trainer.

PEARL A Pokémon with a loyal nature. It will remain motionless until it is given an order by its Trainer.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 201, Route 212 (After obtaining the National Pokédex, insert FireRed cartridge into your DS)
PEARL Route 201, Route 212 (After obtaining the National Pokédex, insert FireRed cartridge into your DS)
GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Roar	Normal	Status		100	20	Normal	
6	Ember	Fire	Special	40	100	25	Normal	
9	Leer	Normal	Status		100	30	Enemy2	
14	Odor Sleuth	Normal	Status			40	Normal	
17	Helping Hand	Normal	Status			20	Ally1	
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
25	Reversal	Fighting	Physical		100	15	Normal	○
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	
39	Agility	Psychic	Status			30	Self	
42	Crunch	Dark	Physical	80	100	15	Normal	○
45	Heat Wave	Fire	Special	100	90	10	Enemy2	
48	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status			25	Ally2	
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Fire Spin	Fire	Special	15	70	15	Normal	
Howl	Normal	Status			40	Self	
Heat Wave	Fire	Special	100	90	10	Enemy2	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○

ARCANINE

059



FIRE

WEIGHT: 341.7 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Flash Fire
ITEMS: None

HEIGHT: 6'03"

M/F HAVE SAME FORM

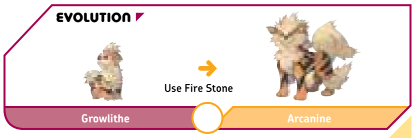


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its proud and regal appearance has captured the hearts of people since long ago.

PEARL Its proud and regal appearance has captured the hearts of people since long ago.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Fire Stone on Growlithe.

PEARL Use Fire Stone on Growlithe.

GBA After you obtain it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Roar	Normal	Status		100	20	Normal	
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Odor Sleuth	Normal	Status			40	Normal	
39	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

POLIWAG

060



WATER

WEIGHT: 27.3 lbs.
GENDER: Male / Female
ABILITY: Water Absorb, Damp
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

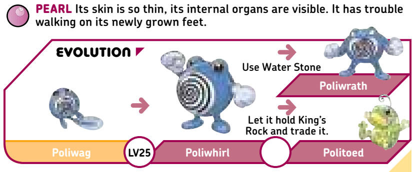


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its skin is so thin, its internal organs are visible. It has trouble walking on its newly grown feet.

PEARL Its skin is so thin, its internal organs are visible. It has trouble walking on its newly grown feet.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227 (On water), Route 225 (On water, Fishing with Good Rod)

PEARL Route 227 (On water), Route 225 (On water, Fishing with Good Rod)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Sport	Water	Status			15	All	
5	Bubble	Water	Special	20	100	30	Enemy2	
8	Hypnosis	Psychic	Status		70	20	Normal	
11	Water Gun	Water	Special	40	100	25	Normal	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status			5	All	
21	Body Slam	Normal	Physical	85	100	15	Normal	○
25	BubbleBeam	Water	Special	65	100	20	Normal	
28	Mud Shot	Ground	Special	55	95	15	Normal	
31	Belly Drum	Normal	Status			10	Self	
35	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
38	Hydro Pump	Water	Special	120	80	5	Normal	
41	Mud Bomb	Ground	Special	65	85	10	Normal	

BATTLE MOVES

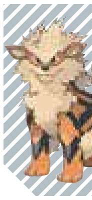
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mist	Ice	Status			30	Ally2	
Splash	Normal	Status			40	Self	
BubbleBeam	Water	Special	65	100	20	Normal	
Haze	Ice	Status			30	All	
Mind Reader	Normal	Status			5	Normal	
Water Sport	Water	Status			15	All	
Ice Ball	Ice	Physical	30	90	20	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	
Refresh	Normal	Status			20	Self	
Endeavor	Normal	Physical		100	5	Normal	○







POLIWHIRL 061

WATER

WEIGHT: 44.1 lbs.
GENDER: Male / Female
ABILITY: Water Absorb, Damp
ITEMS: King's Rock

HEIGHT: 3'03"

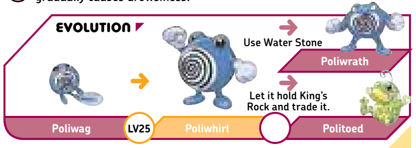
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The spiral pattern on its belly subtly undulates. Staring at it gradually causes drowsiness.

PEARL The spiral pattern on its belly subtly undulates. Staring at it gradually causes drowsiness.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225 (On water), Route 227 (On water), Route 228 (On water)

PEARL Route 225 (On water), Route 227 (On water), Route 228 (On water)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Sport	Water	Status			15	All	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
5	Bubble	Water	Special	20	100	30	Enemy2	
8	Hypnosis	Psychic	Status		70	20	Normal	
11	Water Gun	Water	Special	40	100	25	Normal	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status			5	All	
21	Body Slam	Normal	Physical	85	100	15	Normal	○
27	BubbleBeam	Water	Special	65	100	20	Normal	
32	Mud Shot	Ground	Special	55	95	15	Normal	
37	Belly Drum	Normal	Status			10	Self	
43	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	
53	Mud Bomb	Ground	Special	65	85	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



POLIWRATH 062

WATER
FIGHTING

WEIGHT: 119.0 lbs.
GENDER: Male / Female
ABILITY: Water Absorb, Damp
ITEMS: None

HEIGHT: 4'03"

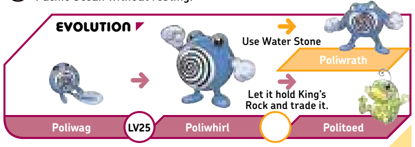
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND With its extremely tough muscles, it can keep swimming in the Pacific Ocean without resting.

PEARL With its extremely tough muscles, it can keep swimming in the Pacific Ocean without resting.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Water Stone on Poliwhirl.

PEARL Use Water Stone on Poliwhirl.

GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hypnosis	Psychic	Status		70	20	Normal	
8	DynamicPunch	Fighting	Physical	100	50	5	Normal	○
11	Mind Reader	Normal	Status			5	Normal	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
	Submission	Fighting	Physical	80	80	25	Normal	○
27	BubbleBeam	Water	Special	65	100	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

ABRA 063



PSYCHIC

WEIGHT: 43.0 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Inner Focus
ITEMS: Twistedspoon

HEIGHT: 2'11"

M/F HAVE SAME FORM

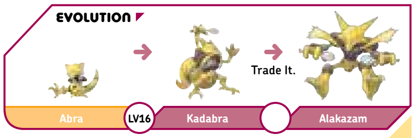


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sleeps for 18 hours a day. Even when awake, it teleports itself while remaining seated.

PEARL Even while asleep, it maintains a telepathic radar. It teleports when it is threatened.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 215, trade for Machop in Oreburgh City.

PEARL Route 203, Route 215, trade for Machop in Oreburgh City.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Teleport	Psychic	Status			20	Self	

BATTLE MOVES

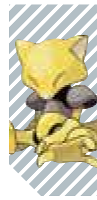
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status		100	15	Normal	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Encore	Normal	Status		100	5	Normal	
Barrier	Psychic	Status			30	Self	
Knock Off	Dark	Physical	20	100	20	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Power Trick	Psychic	Status			10	Self	
Guard Swap	Psychic	Status			10	Normal	



KADABRA 064



PSYCHIC

WEIGHT: 124.6 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Inner Focus
ITEMS: Twistedspoon

HEIGHT: 4'03"

MALE FORM



FEMALE FORM

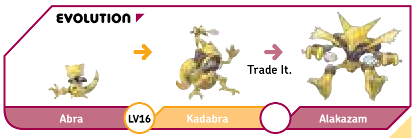


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If one is nearby, an eerie shadow appears on TV screens. Seeing the shadow is said to bring bad luck.

PEARL When it uses its psychic power, it emits strong alpha waves that can ruin precision devices.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 215, Victory Road 2FL

PEARL Route 215, Victory Road 2FL

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

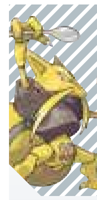
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Teleport	Psychic	Status			20	Self	
Basic	Kinesis	Psychic	Status		80	15	Normal	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
16	Confusion	Psychic	Special	50	100	25	Normal	
18	Disable	Normal	Status		80	20	Normal	
22	Miracle Eye	Psychic	Status			40	Normal	
24	Psybeam	Psychic	Special	65	100	20	Normal	
28	Reflect	Psychic	Status			20	Ally2	
30	Recover	Normal	Status			10	Self	
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	
36	Role Play	Psychic	Status			10	Normal	
40	Psychic	Psychic	Special	90	100	10	Normal	
42	Future Sight	Psychic	Special	80	90	15	Normal	
46	Trick	Psychic	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status		100	15	Normal	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	







ALAKAZAM 065

PSYCHIC

WEIGHT: 105.8 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Inner Focus
ITEMS: None

HEIGHT: 4'11"

MALE FORM | FEMALE FORM

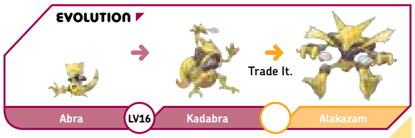


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its superb memory lets it recall everything it has experienced from birth. Its IQ exceeds 5,000.

PEARL Its highly developed brain is on par with a supercomputer. It can use all forms of psychic abilities.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trade a Kadabra to evolve to Alakazam.

PEARL Trade a Kadabra to evolve to Alakazam.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Teleport	Psychic	Status			20	Self	
Basic	Kinesis	Psychic	Status		80	15	Normal	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
16	Confusion	Psychic	Special	50	100	25	Normal	
18	Disable	Normal	Status		80	20	Normal	
22	Miracle Eye	Psychic	Status			40	Normal	
24	Psybeam	Psychic	Special	65	100	20	Normal	
28	Reflect	Psychic	Status			20	Ally2	
30	Recover	Normal	Status			10	Self	
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	
36	Calm Mind	Psychic	Status			20	Self	
40	Psychic	Psychic	Special	90	100	10	Normal	
42	Future Sight	Psychic	Special	80	90	15	Normal	
46	Trick	Psychic	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status		100	15	Normal	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



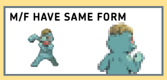
MACHOP 066

FIGHTING

WEIGHT: 43.0 lbs.
GENDER: Male / Female
ABILITY: Guts, No Guard
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It hefts a Graveler repeatedly to strengthen its entire body. It uses every type of martial arts.

PEARL Its muscles never cramp however much it trains. It lives in the mountains away from humans.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 207, Route 208, Route 210, Mount Coronet 1FL

PEARL Route 207, Route 208, Route 210, Mount Coronet 1FL

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
7	Focus Energy	Normal	Status			30	Self	
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status			40	Normal	
19	Seismic Toss	Fighting	Physical		100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70		10	Normal	○
31	Submission	Fighting	Physical	80	80	25	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
43	Scary Face	Normal	Status		90	10	Normal	
46	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Light Screen	Psychic	Status			30	Ally2	
Meditate	Psychic	Status			40	Self	
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Encore	Normal	Status		100	5	Normal	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Close Combat	Fighting	Physical	120	100	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○

MACHOKE

067



FIGHTING

WEIGHT: 155.4 lbs.
GENDER: Male / Female
ABILITY: Guts, No Guard
ITEMS: None

HEIGHT: 4'11"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Machoke's boundless power is very dangerous, so it wears a belt that suppresses its energy.

PEARL It can lift a dump truck with one hand. Using that power, it helps people with heavy jobs.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 210, Route 211, Route 216, Route 217, Route 226, Acuity Lakefront, Victory Road, Mt. Coronet, and Stark Mountain

PEARL Route 210, Route 211, Route 216, Route 217, Route 226, Acuity Lakefront, Victory Road, Mt. Coronet, and Stark Mountain

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
7	Focus Energy	Normal	Status			30	Self	
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status			40	Normal	
19	Seismic Toss	Fighting	Physical		100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70		10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status		90	10	Normal	
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

BATTLE MOVES

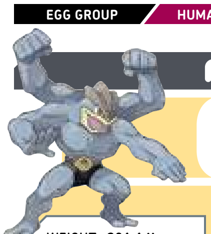
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MACHAMP

068



FIGHTING

WEIGHT: 286.6 lbs.
GENDER: Male / Female
ABILITY: Guts, No Guard
ITEMS: None

HEIGHT: 5'03"



M/F HAVE SAME FORM

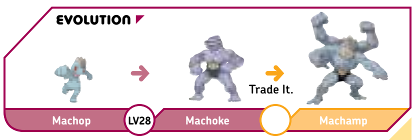


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It punches with its four arms at blinding speed. It can launch 1,000 punches in two seconds.

PEARL It can knock a train flying with a punch. However, it is terrible at delicate work using its fingers.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trade a Machoke to evolve to Machamp.

PEARL Trade a Machoke to evolve to Machamp.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
7	Focus Energy	Normal	Status			30	Self	
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status			40	Normal	
19	Seismic Toss	Fighting	Physical		100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70		10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status		90	10	Normal	
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

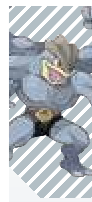
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

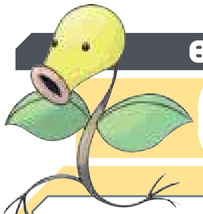
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○







BELLSPROUT 069



GRASS | POISON

WEIGHT: 8.8 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
ITEMS: None

HEIGHT: 2'04"

M/F HAVE SAME FORM

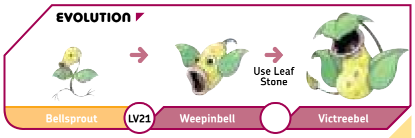


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It prefers hot and humid environments. It is quick at capturing prey with its vines.

PEARL It prefers hot and humid environments. It is quick at capturing prey with its vines.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229, Route 230
PEARL Route 229, Route 230
GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Vine Whip	Grass	Physical	35	100	15	Normal	○
7	Growth	Normal	Status			40	Self	
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status		75	15	Normal	
15	PoisonPowder	Poison	Status		75	35	Normal	
17	Stun Spore	Grass	Status		75	30	Normal	
23	Acid	Poison	Special	40	100	30	Enemy2	
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status		100	20	Enemy2	
35	Gastro Acid	Poison	Status		100	10	Normal	
39	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Swords Dance	Normal	Status			30	Self	
Encore	Normal	Status		100	5	Normal	
Reflect	Psychic	Status			20	Ally2	
Synthesis	Grass	Status			5	Self	
Leech Life	Bug	Physical	20	100	15	Normal	○
Ingrain	Grass	Status			20	Self	
Magical Leaf	Grass	Special	60		20	Normal	
Worry Seed	Grass	Status		100	10	Normal	
Tickle	Normal	Status		100	20	Normal	

WEEPINBELL 070



GRASS | POISON

WEIGHT: 14.1 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that appears to be a plant. It captures unwary prey by dousing them with a toxic powder.

PEARL A Pokémon that appears to be a plant. It captures unwary prey by dousing them with a toxic powder.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 224, Route 229, Route 230
PEARL Route 224, Route 229, Route 230
GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Vine Whip	Grass	Physical	35	100	15	Normal	○
Basic	Growth	Normal	Status			40	Self	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
7	Growth	Normal	Status			40	Self	
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status		75	15	Normal	
15	PoisonPowder	Poison	Status		75	35	Normal	
17	Stun Spore	Grass	Status		75	30	Normal	
23	Acid	Poison	Special	40	100	30	Enemy2	
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status		100	20	Enemy2	
35	Gastro Acid	Poison	Status		100	10	Normal	
39	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



VICTREEBEL

071

GRASS
POISON

WEIGHT: **34.2 lbs.**
GENDER: **Male / Female**
ABILITY: **Chlorophyll**
ITEMS: **None**

HEIGHT: **5'07"**

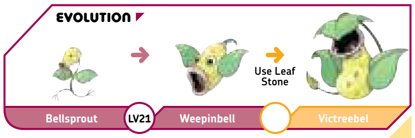
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It pools in its mouth a fluid with a honeylike scent, which is really an acid that dissolves anything.

PEARL It pools in its mouth a fluid with a honeylike scent, which is really an acid that dissolves anything.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Leaf Stone on Weepinbell.

PEARL Use Leaf Stone on Weepinbell.

GBA After you obtain it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

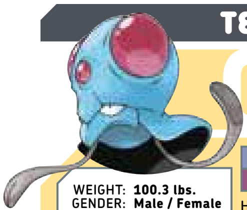
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Stockpile	Normal	Status			20	Self	
Basic	Swallow	Normal	Status			10	Self	
Basic	Spit Up	Normal	Special		100	10	Normal	
Basic	Vine Whip	Grass	Physical	35	100	15	Normal	○
Basic	Sleep Powder	Grass	Status		75	15	Normal	
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
47	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○



TENTACOOL

072

WATER
POISON

WEIGHT: **100.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Clear Body, Liquid Ooze**
ITEMS: **Poison Barb**

HEIGHT: **2'11"**

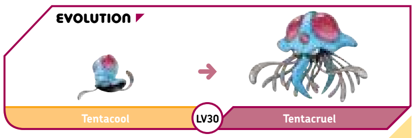
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is virtually composed of water. It shoots strange beams from its crystal-like eyes.

PEARL It drifts in sea currents. Countless fishermen are hurt by its poison stingers.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Routes 205, 213, 218, 219, 220, 221, 222 (On water)

PEARL Routes 205, 213, 218, 219, 220, 221, 222 (On water)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
5	Supersonic	Normal	Status		55	20	Normal	
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	Enemy2	
15	Toxic Spikes	Poison	Status			20	Enemy2	
19	BubbleBeam	Water	Special	60	100	20	Normal	
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status			30	Self	
29	Water Pulse	Water	Special	60	100	20	Normal	
33	Poison Jab	Poison	Physical	80	100	20	Normal	○
36	Screech	Normal	Status		85	40	Normal	
40	Hydro Pump	Water	Special	120	80	5	Normal	
43	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Aurora Beam	Ice	Special	65	100	20	Normal	
Mirror Coat	Psychic	Special		100	20	Self	
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Haze	Ice	Status			30	All	
Safeguard	Normal	Status			25	Enemy2	
Confuse Ray	Ghost	Status		100	10	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	○
Acupressure	Normal	Status			30	Ally1	

TENTACRUEL 073



WATER / POISON

WEIGHT: 121.3 lbs.
GENDER: Male / Female
ABILITY: Clear Body, Liquid Ooze
ITEMS: Poison Barb
HEIGHT: 5'03"

M/F HAVE SAME FORM

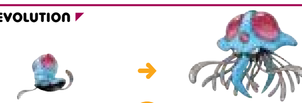


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND With 80 tentacles for ensnaring victims, it prevents escape until the prey is weakened by poison.

PEARL It alerts others to danger by stridently flashing the red orbs on its head.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 205 (On water), Route 224 (On water), Sunyshore City (On water), Pokémon League (On water)

PEARL Route 205 (On water), Route 224 (On water), Sunyshore City (On water), Pokémon League (On water)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	Enemy2	
15	Toxic Spikes	Poison	Status			20	Enemy2	
19	BubbleBeam	Water	Special	60	100	20	Normal	
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status			40	Self	
29	Water Pulse	Water	Special	60	100	20	Normal	
36	Poison Jab	Poison	Physical	80	100	20	Normal	○
42	Screech	Normal	Status		85	40	Normal	
49	Hydro Pump	Water	Special	120	80	5	Normal	
55	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

GEODUDE 074



ROCK / GROUND

WEIGHT: 44.1 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Sturdy
ITEMS: Everstone
HEIGHT: 1'04"

M/F HAVE SAME FORM

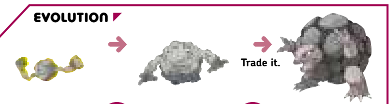


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Many live on mountain trails and remain half buried while keeping an eye on climbers.

PEARL It is impossible to distinguish from rocks. It slams against others in contests of hardness.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Oreburgh Gate 1FL, Route 207, Route 213, Ruin Maniac Cave, Oreburgh Mine, Mt. Coronet 1FL

PEARL Oreburgh Gate 1FL, Route 206, Route 207, Route 213, Ruin Maniac Cave, Oreburgh Mine, Mt. Coronet 1FL

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
4	Mud Sport	Ground	Status			15	All	
8	Rock Polish	Rock	Status			20	Self	
11	Rock Throw	Rock	Physical	50	90	15	Normal	
15	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
18	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
22	Rollout	Rock	Physical	30	90	20	Normal	○
25	Rock Blast	Rock	Physical	25	80	10	Normal	
29	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
32	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
36	Double-Edge	Normal	Physical	120	100	15	Normal	○
39	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mega Punch	Normal	Physical	80	85	20	Normal	○
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Block	Normal	Status			5	Normal	
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Flail	Normal	Physical		100	15	Normal	○

GRAVELER 075



ROCK
GROUND

WEIGHT: 231.5 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Sturdy
ITEMS: Everstone

HEIGHT: 3'03"



M/F HAVE SAME FORM

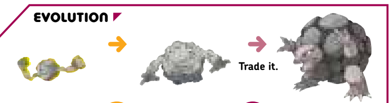


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Graveler make their homes on sheer cliff faces by gouging out numerous horizontal holes.

PEARL It tumbles down slopes, heedless of any body parts chipping off. It eats a ton of rocks daily.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Valor Lakefront, Iron Island, Mt. Coronet, Route 211, Route 214, Route 227, Stark Mountain

PEARL Valor Lakefront, Iron Island, Mt. Coronet, Route 211, Route 214, Route 227, Stark Mountain

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Rock Polish	Rock	Status			20	Self	
4	Mud Sport	Ground	Status			15	All	
8	Rock Polish	Rock	Status			20	Self	
11	Rock Throw	Rock	Physical	50	90	15	Normal	
15	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
18	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	
33	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
38	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	

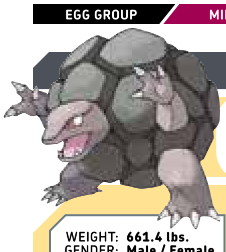
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

GOLEM 076



ROCK
GROUND

WEIGHT: 661.4 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Sturdy
ITEMS: None

HEIGHT: 4'07"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sheds its hide once a year. Its boulderlike body is so tough, even dynamite can't harm it.

PEARL It tumbles down mountains, leaving grooves from peak to base. Stay clear of these grooves.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trade a Graveler to evolve to Golem.

PEARL Trade a Graveler to evolve to Golem.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Rock Polish	Rock	Status			20	Self	
4	Mud Sport	Ground	Status			15	All	
8	Rock Polish	Rock	Status			20	Self	
11	Rock Throw	Rock	Physical	50	90	15	Normal	
15	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
18	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	
33	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
38	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

PONYTA
077



FIRE

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Run Away, Flash Fire
ITEMS: Shuca Berry

HEIGHT: 3'03"

M/F HAVE SAME FORM

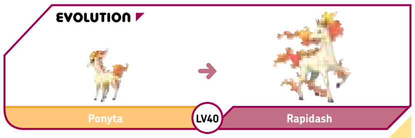


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND About an hour after birth, its fiery mane and tail grow out, giving it an impressive appearance

PEARL Its legs grow strong while it chases after its parent. It runs in fields and mountains all day.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 206, Route 210, Route 211, Route 214, Route 215
PEARL Route 206, Route 210, Route 211, Route 214, Route 215
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
7	Growl	Normal	Status		100	40	Enemy2	
10	Tail Whip	Normal	Status		100	30	Enemy2	
16	Ember	Fire	Special	40	100	25	Normal	
19	Stomp	Normal	Physical	65	100	20	Normal	○
25	Fire Spin	Fire	Special	15	70	15	Normal	
28	Take Down	Normal	Physical	90	85	20	Normal	○
34	Agility	Psychic	Status			30	Self	
38	Fire Blast	Fire	Special	120	85	5	Normal	
44	Bounce	Flying	Physical	85	85	5	Normal	○
48	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

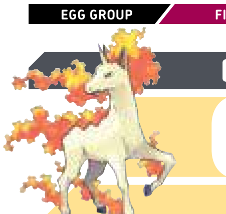
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Hypnosis	Psychic	Status		70	20	Normal	
Charm	Normal	Status		100	20	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Horn Drill	Normal	Physical		30	5	Normal	○

RAPIDASH
078

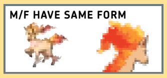


FIRE

WEIGHT: 209.4 lbs.
GENDER: Male / Female
ABILITY: Run Away, Flash Fire
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

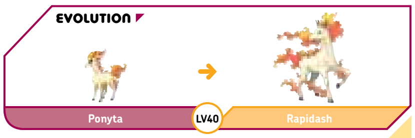


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It gallops at nearly 150 mph. With its mane blazing ferociously, it races as if it were an arrow.

PEARL It has astounding acceleration. From a standstill, it can reach top speed within 10 steps.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Ponyta level up to Lv40.
PEARL Make Ponyta level up to Lv40.
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Jab	Poison	Physical	80	100	20	Normal	○
Basic	Megahorn	Bug	Physical	120	85	10	Normal	○
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Growl	Normal	Status		100	40	Enemy2	
10	Tail Whip	Normal	Status		100	30	Enemy2	
16	Ember	Fire	Special	40	100	25	Normal	
19	Stomp	Normal	Physical	65	100	20	Normal	○
25	Fire Spin	Fire	Special	15	70	15	Normal	
28	Take Down	Normal	Physical	90	85	20	Normal	○
34	Agility	Psychic	Status			30	Self	
38	Fire Blast	Fire	Special	120	85	5	Normal	
40	Fury Attack	Normal	Physical	15	85	20	Normal	○
49	Bounce	Flying	Physical	85	85	5	Normal	○
58	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



SLOWPOKE 079

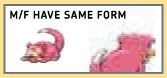
WATER
PSYCHIC

WEIGHT: 79.4 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Own Tempo
ITEMS: Lagging Tail

HEIGHT: 3'11"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Although slow, it is skilled at fishing with its tail. It does not feel pain if its tail is bitten.

PEARL Although slow, it is skilled at fishing with its tail. It does not feel pain if its tail is bitten.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 205 on Eterna City side (Use Poké Radar)

GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Curse	???	Status			10	Normal/Self	
Basic	Yawn	Normal	Status			10	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status		100	40	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
15	Confusion	Psychic	Special	50	100	25	Normal	
20	Disable	Normal	Status		80	20	Normal	
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Slack Off	Normal	Status			10	Self	
43	Amnesia	Psychic	Status			20	Self	
48	Psychic	Psychic	Special	90	100	10	Normal	
53	Rain Dance	Water	Status			5	All	
57	Psych Up	Normal	Status			10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Self2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Self2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Safeguard	Normal	Status			25	Self2	
Belly Drum	Normal	Status			10	Self	
Future Sight	Psychic	Special	80	90	15	Normal	
Stomp	Normal	Physical	65	100	20	Normal	○
Mud Sport	Ground	Status			15	All	
Sleep Talk	Normal	Status			10	DoM	
Snore	Normal	Special	40	100	15	Normal	
Me First	Normal	Status			20	DoM	
Block	Normal	Status			5	Normal	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○



SLOWBRO 080

WATER
PSYCHIC

WEIGHT: 173.1 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Own Tempo
ITEMS: None

HEIGHT: 5'03"



M/F HAVE SAME FORM

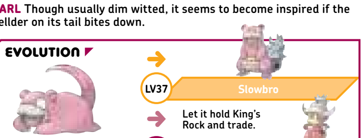


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Though usually dim witted, it seems to become inspired if the Shellder on its tail bites down.

PEARL Though usually dim witted, it seems to become inspired if the Shellder on its tail bites down.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Make Slowpoke level up to Lv37.

GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Curse	???	Status			10	Normal/Self	
Basic	Yawn	Normal	Status			10	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
6	Growl	Normal	Status		100	40	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
15	Confusion	Psychic	Special	50	100	25	Normal	
20	Disable	Normal	Status		80	20	Normal	
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Withdraw	Water	Status			40	Self	
41	Slack Off	Normal	Status			10	Self	
47	Amnesia	Psychic	Status			20	Self	
54	Psychic	Psychic	Special	90	100	10	Normal	
61	Rain Dance	Water	Status			5	All	
67	Psych Up	Normal	Status			10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Self2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Self2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

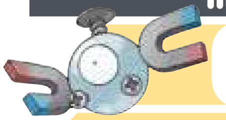
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○





MAGNEMITE

081



ELECTRIC
STEEL

WEIGHT: 13.2 lbs.
GENDER: Unknown
ABILITY: Magnet Pull, Sturdy
ITEMS: Metal Coat

HEIGHT: 1'00"

GENDER UNKNOWN

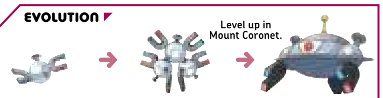


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The units at its sides generate electromagnetic waves that keep it airborne. It feeds on electricity.

PEARL The units at its sides generate electromagnetic waves that keep it airborne. It feeds on electricity.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Fuego Ironworks.

PEARL Fuego Ironworks.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Metal Sound	Steel	Status		85	40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
6	ThunderShock	Electric	Special	40	100	30	Normal	
11	Supersonic	Normal	Status		55	20	Normal	
14	SonicBoom	Normal	Special		90	20	Normal	
17	Thunder Wave	Electric	Status		100	20	Normal	
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status			5	Normal	
30	Magnet Bomb	Steel	Physical	60		20	Normal	
33	Screech	Normal	Status		85	40	Normal	
38	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
43	Mirror Shot	Steel	Special	65	85	10	Normal	
46	Magnet Rise	Electric	Status			10	Self	
49	Gyro Ball	Steel	Physical		100	5	Normal	○
54	Zap Cannon	Electric	Special	120	50	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

MAGNETON

082



ELECTRIC
STEEL

WEIGHT: 132.3 lbs.
GENDER: Unknown
ABILITY: Magnet Pull, Sturdy
ITEMS: None

HEIGHT: 3'03"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is actually three Magnemite linked by magnetism. A group can set off a magnetic storm.

PEARL It is actually three Magnemite linked by magnetism. A group can set off a magnetic storm.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Magnemite level up to Lv30.

PEARL Make Magnemite level up to Lv30.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tri Attack	Normal	Special	80	100	10	Normal	
Basic	Metal Sound	Steel	Status		85	40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Supersonic	Normal	Status		55	20	Normal	
6	ThunderShock	Electric	Special	40	100	30	Normal	
11	Supersonic	Normal	Status		55	20	Normal	
14	SonicBoom	Normal	Special		90	20	Normal	
17	Thunder Wave	Electric	Status		100	20	Normal	
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status			5	Normal	
30	Magnet Bomb	Steel	Physical	60		20	Normal	
34	Screech	Normal	Status		85	40	Normal	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
46	Mirror Shot	Steel	Special	65	85	10	Normal	
50	Magnet Rise	Electric	Status			10	Self	
54	Gyro Ball	Steel	Physical		100	5	Normal	○
60	Zap Cannon	Electric	Special	120	50	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	



FARFETCH'D

083

NORMAL
FLYING

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Inner Focus
ITEMS: Stick

HEIGHT: 2'07"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can't live without the stalk it holds. That's why it defends the stalk from attackers with its life.

PEARL It can't live without the stalk it holds. That's why it defends the stalk from attackers with its life.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 221.

PEARL Route 221.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING, FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Jab	Poison	Physical	80	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Fury Cutter	Bug	Physical	10	95	20	Normal	○
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Knock Off	Dark	Physical	20	100	20	Normal	○
13	Aerial Ace	Flying	Physical	60		20	Normal	○
19	Slash	Normal	Physical	70	100	20	Normal	○
21	Air Cutter	Flying	Special	55	95	25	Enemy2	
25	Swords Dance	Normal	Status			30	Self	
31	Agility	Psychic	Status			30	Self	
33	Night Slash	Dark	Physical	70	100	15	Normal	○
37	Air Slash	Flying	Special	75	95	20	Normal	
43	False Swipe	Normal	Physical	40	100	40	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Steel Wing	Steel	Physical	70	90	25	Normal	○
Foresight	Normal	Status			40	Normal	
Mirror Move	Flying	Status			20	DoM	
Gust	Flying	Special	40	100	35	Normal	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Flail	Normal	Physical		100	15	Normal	○
FeatherDance	Flying	Status		100	15	Normal	
Curse	????	Status			10	Normal/Self	
Covet	Normal	Physical	40	100	40	Normal	○
Mud-Slap	Ground	Special	20	100	10	Normal	
Night Slash	Dark	Physical	70	100	15	Normala	○



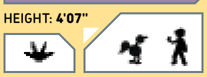
DODUO

084

NORMAL
FLYING

WEIGHT: 86.4 lbs.
GENDER: Male / Female
ABILITY: Run Away, Early Bird
ITEMS: Sharp Beak

HEIGHT: 4'07"



MALE FORM



FEMALE FORM

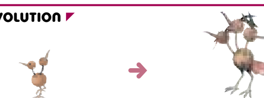


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The brains in its two heads appear to communicate emotions to each other with a telepathic power.

PEARL The brains in its two heads appear to communicate emotions to each other with a telepathic power.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 201.

PEARL Route 201.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	Random1	
28	Acupressure	Normal	Status			30	Ally1	
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Agility	Psychic	Status			30	Self	
41	Drill Peck	Flying	Physical	80	100	20	Normal	○
46	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

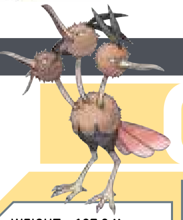
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Supersonic	Normal	Status		55	20	Normal	
Haze	Ice	Status			30	All	
Faint Attack	Dark	Physical	60		20	Normal	○
Flail	Normal	Physical		100	15	Normal	○
Endeavor	Normal	Physical		100	5	Normal	○
Mirror Move	Flying	Status			20	DoM	
Brave Bird	Flying	Physical	120	100	15	Normal	○





DODRIO

085



NORMAL
FLYING

WEIGHT: **187.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Run Away, Early Bird**
ITEMS: **None**

HEIGHT: **5'11"**



MALE FORM



FEMALE FORM

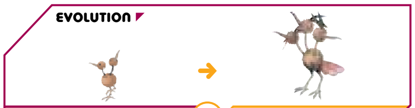


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When Doduo evolves into this odd breed, one of its heads splits into two. It runs at nearly 40 mph.

PEARL When Doduo evolves into this odd breed, one of its heads splits into two. It runs at nearly 40 mph.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Doduo level up to Lv31.

PEARL Make Doduo level up to Lv31.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pluck	Flying	Physical	60	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Rage	Normal	Physical	20	100	20	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Rage	Normal	Physical	20	100	20	Normal	○
14	Fury Attack	Normal	Physical	15	85	20	Normal	○
19	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Uproar	Normal	Special	50	100	10	Random1	
28	Acupressure	Normal	Status			30	Ally1	
34	Tri Attack	Normal	Special	80	100	10	Normal	
41	Agility	Psychic	Status			30	Self	
47	Drill Peck	Flying	Physical	80	100	20	Normal	○
54	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM02	Fly	Flying	Physical	90	95	15	Normal	○

SEEL

086



WATER

WEIGHT: **198.4 lbs.**
GENDER: **Male / Female**
ABILITY: **Thick Fat, Hydration**
ITEMS: **None**

HEIGHT: **3'07"**



M/F HAVE SAME FORM

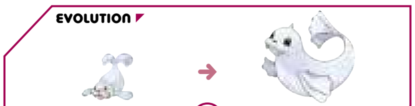


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up ice.

PEARL A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up ice.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 226 (On water), Route 230 (On water)

PEARL Route 226 (On water), Route 230 (On water)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
7	Water Sport	Water	Status			15	All	
11	Icy Wind	Ice	Special	55	95	15	Enemy2	
13	Encore	Normal	Status		100	5	Normal	
17	Ice Shard	Ice	Physical	40	100	30	Normal	
21	Rest	Psychic	Status			10	Self	
23	Aqua Ring	Water	Status			20	Self	
27	Aurora Beam	Ice	Special	65	100	20	Normal	
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	
51	Safeguard	Normal	Status			25	Self2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Self2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Perish Song	Normal	Status			5	All	
Disable	Normal	Status		80	20	Normal	
Horn Drill	Normal	Physical		30	5	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Encore	Normal	Status		100	5	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Icicle Spear	Ice	Physical	10	100	30	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	

DEWGONG

087



WATER
ICE

WEIGHT: 264.6 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Hydration
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

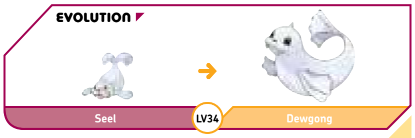


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND In snow, the pure white coat covering its body obscures it from predators.

PEARL In snow, the pure white coat covering its body obscures it from predators.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 226 (On water), Route 230 (On water)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Signal Beam	Bug	Special	75	100	15	Normal	
Basic	Icy Wind	Ice	Special	55	95	15	Enemy2	
3	Growl	Normal	Status		100	40	Enemy2	
7	Signal Beam	Bug	Special	75	100	15	Normal	
11	Icy Wind	Ice	Special	55	95	15	Enemy2	
13	Encore	Normal	Status		100	5	Normal	
17	Ice Shard	Ice	Physical	40	100	30	Normal	
21	Rest	Psychic	Status			10	Self	
23	Aqua Ring	Water	Status			20	Self	
27	Aurora Beam	Ice	Special	65	100	20	Normal	
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	
34	Sheer Cold	Ice	Special		30	5	Normal	
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	Dive	Water	Physical	80	100	10	Normal	○
43	Aqua Tail	Water	Physical	90	90	10	Normal	○
47	Ice Beam	Ice	Special	95	100	10	Normal	
51	Safeguard	Normal	Status			25	Self2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Self2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

GRIMER

088



POISON

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Stench, Sticky Hold
ITEMS: Nugget

HEIGHT: 2'11"

M/F HAVE SAME FORM

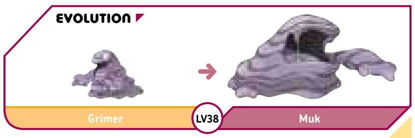


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It was born when sludge in a dirty stream was exposed to the moon's X-rays. It appears among filth.

PEARL It was born when sludge in a dirty stream was exposed to the moon's X-rays. It appears among filth.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 212 on Pastoria Citiy side (Use Poké Radar)

PEARL Route 212 on Pastoria Citiy side (Use Poké Radar)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP | AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Gas	Poison	Status		55	40	Normal	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
4	Harden	Normal	Status			30	Self	
7	Mud-Slap	Ground	Special	20	100	10	Normal	
12	Disable	Normal	Status		80	20	Normal	
17	Minimize	Normal	Status			20	Self	
20	Sludge	Poison	Special	65	100	20	Normal	
23	Mud Bomb	Ground	Special	65	85	10	Normal	
28	Fling	Dark	Physical		100	10	Normal	
33	Screech	Normal	Status		85	40	Normal	
36	Sludge Bomb	Poison	Special	90	100	10	Normal	
39	Acid Armor	Poison	Status			40	Self	
44	Gunk Shot	Poison	Physical	120	70	5	Normal	
49	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Haze	Ice	Status			30	All	
Mean Look	Normal	Status			5	Normal	
Lick	Ghost	Physical	20	100	30	Normal	○
Imprison	Psychic	Status			10	Self	
Curse	???	Status			10	Normal/Self	
Shadow Punch	Ghost	Physical	60		20	Normal	○
Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special		100	10	Normal	



MUK

089



POISON

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Stench, Sticky Hold
ITEMS: None

HEIGHT: 3'11"

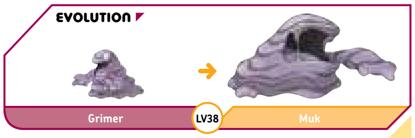
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A toxic fluid seeps from its body. The fluid instantly kills plants and trees on contact.

PEARL A toxic fluid seeps from its body. The fluid instantly kills plants and trees on contact.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Grimer level up to Lv38.

PEARL Make Grimer level up to Lv38.

GBA After you obtain it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Gas	Poison	Status		55	40	Normal	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
4	Harden	Normal	Status			30	Self	
7	Mud-Slap	Ground	Special	20	100	10	Normal	
12	Disable	Normal	Status		80	20	Normal	
17	Minimize	Normal	Status			20	Self	
20	Sludge	Poison	Special	65	100	20	Normal	
23	Mud Bomb	Ground	Special	65	85	10	Normal	
28	Fling	Dark	Physical		100	10	Normal	
33	Screech	Normal	Status		85	40	Normal	
36	Sludge Bomb	Poison	Special	90	100	10	Normal	
44	Acid Armor	Poison	Status			40	Self	
54	Gunk Shot	Poison	Physical	120	70	5	Normal	
65	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SHELLDER

090



WATER

WEIGHT: 8.8 lbs.
GENDER: Male / Female
ABILITY: Shell Armor, Skill Link
ITEMS: Pearl, Big Pearl

HEIGHT: 1'00"

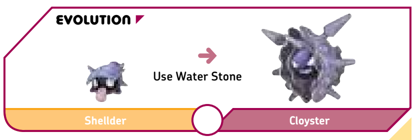
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It swims backward by opening and closing its two shells. Its large tongue is always kept hanging out.

PEARL It swims backward by opening and closing its two shells. Its large tongue is always kept hanging out.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 205 Fuego Ironworks, Valley Windworks (Use Super Rod)

PEARL Route 205 Fuego Ironworks, Valley Windworks (Use Super Rod)

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Withdraw	Water	Status			40	Self	
8	Supersonic	Normal	Status		55	20	Normal	
13	Icicle Spear	Ice	Physical	10	100	30	Normal	
16	Protect	Normal	Status			10	Self	
20	Leer	Normal	Status		100	30	Enemy2	
25	Clamp	Water	Physical	35	75	10	Normal	○
28	Ice Shard	Ice	Physical	40	100	30	Normal	
32	Aurora Beam	Ice	Special	65	100	20	Normal	
37	Whirlpool	Water	Special	15	70	15	Normal	
40	Iron Defense	Steel	Status			15	Self	
44	Brine	Water	Special	65	100	10	Normal	
49	Ice Beam	Ice	Special	95	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
BubbleBeam	Water	Special	65	100	20	Normal	
Take Down	Normal	Physical	90	85	20	Normal	○
Barrier	Psychic	Status			30	Self	
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Screech	Normal	Status		85	40	Normal	
Icicle Spear	Ice	Physical	10	100	30	Normal	
Mud Shot	Ground	Special	55	95	15	Normal	

CLOYSTER 091



WATER
ICE

WEIGHT: **292.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Shell Armor, Skill Link**
ITEMS: **None**

HEIGHT: **4'11"**



M/F HAVE SAME FORM

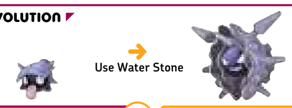


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It fights by keeping its shell tightly shut for protection and by shooting spikes to repel foes.

PEARL It fights by keeping its shell tightly shut for protection and by shooting spikes to repel foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Water Stone on Shellder.
PEARL Use Water Stone on Shellder.
GBA After you obtain it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Toxic Spikes	Poison	Status			20	Enemy2	
Basic	Withdraw	Water	Status			40	Self	
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Aurora Beam	Ice	Special	65	100	20	Normal	
Basic	Protect	Normal	Status			10	Self	
28	Spikes	Ground	Status			20	Enemy2	
40	Spike Cannon	Normal	Physical	20	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

GASTLY 092



GHOST
POISON

WEIGHT: **0.2 lbs.**
GENDER: **Male / Female**
ABILITY: **Levitate**
ITEMS: **None**

HEIGHT: **4'03"**



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND This Pokémon's body is 95% made up of gases, which are blown away by strong gusts of wind.

PEARL A Pokémon born from poison gases. It defeats even the largest foes by enveloping them in gas.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Old Chateau, Lost Tower, Route 209
PEARL Old Chateau, Lost Tower, Route 209
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
5	Spite	Ghost	Status		100	10	Normal	
8	Mean Look	Normal	Status			5	Normal	
12	Curse	???	Status			10	Normal/Self	
15	Night Shade	Ghost	Special		100	15	Normal	
19	Confuse Ray	Ghost	Status		100	10	Normal	
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Payback	Dark	Physical	50	100	10	Normal	○
29	Shadow Ball	Ghost	Special	80	100	15	Normal	
33	Dream Eater	Psychic	Special	100	100	15	Normal	
36	Dark Pulse	Dark	Special	80	100	15	Normal	
40	Destiny Bond	Ghost	Status			5	Self	
43	Nightmare	Ghost	Status		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Psywave	Psychic	Special		80	15	Normal	
Perish Song	Normal	Status			5	All	
Haze	Ice	Status			30	All	
Astonish	Ghost	Physical	30	100	15	Normal	○
Will-O-Wisp	Fire	Status		75	15	Normal	
Grudge	Ghost	Status			5	Self	
Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○







HAUNTER 093



GHOST
POISON

WEIGHT: 0.2 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 5'03"

M/F HAVE SAME FORM

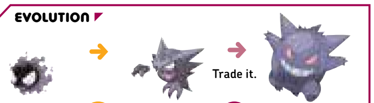


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can slip through any obstacle. It lurks inside walls to keep an eye on its foes.

PEARL It licks with its gaseous tongue to steal the victim's life force. It lurks in darkness for prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Turnback Cave, Old Chateau (After obtaining National Pokédex, insert any Pokémon GBA game into your DS), trade for Medicham in Snowpoint City

PEARL Turnback Cave, Old Chateau (After obtaining National Pokédex, insert any Pokémon GBA game into your DS), trade for Medicham in Snowpoint City

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP AMORPHOUS

LEARNED ATTACKS

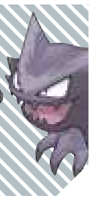
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Spite	Ghost	Status		100	10	Normal	
5	Spite	Ghost	Status		100	10	Normal	
8	Mean Look	Normal	Status			5	Normal	
12	Curse	???	Status			10	Normal/Self	
15	Night Shade	Ghost	Special		100	15	Normal	
19	Confuse Ray	Ghost	Status		100	10	Normal	
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60		20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	
39	Dream Eater	Psychic	Special	100	100	15	Normal	
44	Dark Pulse	Dark	Special	80	100	15	Normal	
50	Destiny Bond	Ghost	Status			5	Self	
55	Nightmare	Ghost	Status		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



GENGAR 094



GHOST
POISON

WEIGHT: 89.3 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

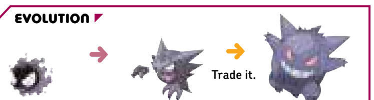


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It hides in shadows. It is said that if Gengar is hiding, it cools the area by nearly 10 degrees F.

PEARL Lurking in the shadowy corners of rooms, it awaits chances to steal its prey's life force.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Old Chateau, 2nd room from the right on the 2FL. (After obtaining the National Pokédex, insert any Pokémon GBA series cartridges into your DS)

PEARL Old Chateau, 2nd room from the right on the 2FL. (After obtaining the National Pokédex, insert any Pokémon GBA series cartridges into your DS)

GBA After you let it evolve in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Spite	Ghost	Status		100	10	Normal	
5	Spite	Ghost	Status		100	10	Normal	
8	Mean Look	Normal	Status			5	Normal	
12	Curse	???	Status			10	Normal/Self	
15	Night Shade	Ghost	Special		100	15	Normal	
19	Confuse Ray	Ghost	Status		100	10	Normal	
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
25	Shadow Punch	Ghost	Physical	60		20	Normal	○
28	Payback	Dark	Physical	50	100	10	Normal	○
33	Shadow Ball	Ghost	Special	80	100	15	Normal	
39	Dream Eater	Psychic	Special	100	100	15	Normal	
44	Dark Pulse	Dark	Special	80	100	15	Normal	
50	Destiny Bond	Ghost	Status			5	Self	
55	Nightmare	Ghost	Status		100	15	Normal	

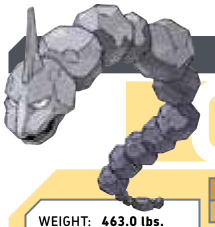
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ONIX 095

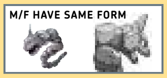


ROCK
GROUND

WEIGHT: 463.0 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Sturdy
ITEMS: None

HEIGHT: 28'10"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it travels underground, it causes rumbling and tremors. It can move at 50 mph.

PEARL It squirms through the ground using its long and rugged body. It always eats while burrowing.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Oreburgh Mine B1, Iron Island B2F, B3F, Snowpoint Temple

PEARL Oreburgh Mine B1 Iron Island B2F, B3F, Snowpoint Temple

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud Sport	Ground	Status			15	All	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status		85	40	Normal	
9	Rock Throw	Rock	Physical	50	90	15	Normal	
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	
22	Sandstorm	Rock	Status			10	All	
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status			20	Self	
33	DragonBreath	Dragon	Special	60	100	20	Normal	
38	Iron Tail	Steel	Physical	100	75	15	Normal	○
41	Sand Tomb	Ground	Physical	15	70	15	Normal	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Flail	Normal	Physical		100	15	Normal	○
Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
Block	Normal	Status			5	Normal	
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Rock Blast	Rock	Physical	25	80	10	Normal	

DROWZEE 096



PSYCHIC

WEIGHT: 71.4 lbs.
GENDER: Male / Female
ABILITY: Insomnia, Forewarn
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

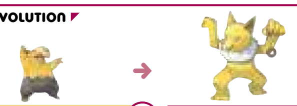


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can tell what people are dreaming by sniffing with its big nose. It loves fun dreams.

PEARL It can tell what people are dreaming by sniffing with its big nose. It loves fun dreams.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 215.

PEARL Route 215.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Hypnosis	Psychic	Status		70	20	Normal	
7	Disable	Normal	Status		80	20	Normal	
9	Confusion	Psychic	Special	50	100	25	Normal	
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status		55	40	Normal	
21	Meditate	Psychic	Status			40	Self	
26	Psybeam	Psychic	Special	65	100	20	Normal	
29	Psych Up	Normal	Status			10	Normal	
32	Headbutt	Normal	Physical	70	100	15	Normal	○
37	Swagger	Normal	Status		90	15	Normal	
40	Psychic	Psychic	Special	90	100	10	Normal	
43	Nasty Plot	Dark	Status			20	Self	
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Future Sight	Psychic	Special	80	90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Barrier	Psychic	Status			30	Self	
Assist	Normal	Status			20	DoM	
Role Play	Psychic	Status			10	Normal	
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Nasty Plot	Dark	Status			20	Self	
Flatter	Dark	Status		100	15	Normal	
Psycho Cut	Psychic	Physical	70	100	20	Normal	



HYPNO

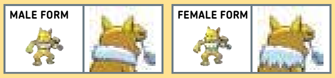


097

PSYCHIC

WEIGHT: **166.7 lbs.**
GENDER: **Male / Female**
ABILITY: **Insomnia, Forewarn**
ITEMS: **None**

HEIGHT: **5'03"**

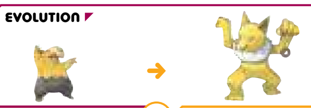


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Seeing its swinging pendulum can induce sleep in three seconds, even in someone who just woke up.

PEARL Seeing its swinging pendulum can induce sleep in three seconds, even in someone who just woke up.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Drowzee level up to Lv26.

PEARL Make Drowzee level up to Lv26.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Nightmare	Ghost	Status		100	15	Normal	
Basic	Switcheroo	Dark	Status		100	10	Normal	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Hypnosis	Phychic	Status		70	20	Normal	
Basic	Disable	Normal	Status		80	20	Normal	
Basic	Confusion	Phychic	Special	50	100	25	Normal	
7	Disable	Normal	Status		80	20	Normal	
9	Confusion	Phychic	Special	50	100	25	Normal	
15	Headbutt	Normal	Physical	70	100	15	Normal	○
18	Poison Gas	Poison	Status		55	40	Normal	
21	Meditate	Psychic	Status			40	Self	
28	Psybeam	Psychic	Special	65	100	20	Normal	
33	Psych Up	Normal	Status			10	Normal	
38	Headbutt	Normal	Physical	70	100	15	Normal	○
45	Swagger	Normal	Status		90	15	Normal	
50	Psychic	Psychic	Special	90	100	10	Normal	
55	Nasty Plot	Dark	Status			20	Self	
64	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
69	Future Sight	Psychic	Special	80	90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

KRABBY



098

WATER

WEIGHT: **14.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Hyper Cutter, Shell Armor**
ITEMS: **None**

HEIGHT: **1'04"**

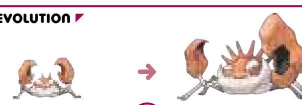


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in burrows dug on sandy beaches. Its pincers fully grow back if they are broken in battle.

PEARL It lives in burrows dug on sandy beaches. Its pincers fully grow back if they are broken in battle.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 226.

PEARL Route 226.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud Sport	Ground	Status			15	All	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status		100	30	Enemy2	
11	Harden	Normal	Status			30	Self	
15	BubbleBeam	Water	Special	65	100	20	Normal	
19	Mud Shot	Ground	Special	55	95	15	Normal	
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
29	Protect	Normal	Status			10	Self	
31	Guillotine	Normal	Physical		30	5	Normal	○
35	Slam	Normal	Physical	80	75	20	Normal	○
39	Brine	Water	Special	65	100	10	Normal	
41	Crabhammer	Water	Physical	90	85	10	Normal	○
45	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Dig	Ground	Physical	80	100	10	Normal	○
Haze	Ice	Status			30	All	
Amnesia	Psychic	Status			20	Self	
Flail	Normal	Physical		100	15	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Swords Dance	Normal	Status			30	Self	
Tickle	Normal	Status		100	20	Normal	
AncientPower	Rock	Special	60	100	5	Normal	

KINGLER 099



WATER

WEIGHT: 132.3 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Shell Armor
ITEMS: None

HEIGHT: 4'03"

M/F HAVE SAME FORM

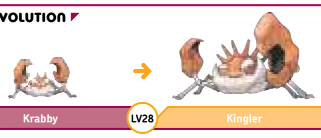


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The larger pincer has 10,000- horsepower strength. However, it is so heavy, it is difficult to aim.

PEARL The larger pincer has 10,000- horsepower strength. However, it is so heavy, it is difficult to aim.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Krabby level up to Lv28.
PEARL Make Krabby level up to Lv28.
GBA After you obtain it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud Sport	Ground	Status			15	All	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	ViceGrip	Normal	Physical	55	100	30	Normal	○
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status		100	30	Enemy2	
11	Harden	Normal	Status			30	Self	
15	BubbleBeam	Water	Special	65	100	20	Normal	
19	Mud Shot	Ground	Special	55	95	15	Normal	
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
32	Protect	Normal	Status			10	Self	
37	Guillotine	Normal	Physical		30	5	Normal	○
44	Slam	Normal	Physical	80	75	20	Normal	○
51	Brine	Water	Special	65	100	10	Normal	
56	Crabhammer	Water	Physical	90	85	10	Normal	○
63	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

VOLTORB 100



ELECTRIC

WEIGHT: 22.9 lbs.
GENDER: Unknown
ABILITY: Soundproof, Static
ITEMS: None

HEIGHT: 1'08"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It looks just like a Poké Ball. It is dangerous because it may electrocute or explode on touch.

PEARL It looks just like a Poké Ball. It is dangerous because it may electrocute or explode on touch.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 218.
PEARL Route 218.
GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Charge	Electric	Status			20	Self	
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special		90	20	Normal	
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status		85	40	Normal	
22	Light Screen	Psychic	Status			30	Ally2	
26	Charge Beam	Electric	Special	50	90	10	Normal	
29	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
33	Swift	Normal	Special	60		20	Enemy2	
36	Magnet Rise	Electric	Status			10	Self	
40	Gyro Ball	Steel	Physical		100	5	Normal	○
43	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
47	Mirror Coat	Psychic	Special		100	20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA







ELECTRODE

101

ELECTRIC

WEIGHT: 146.8 lbs.
GENDER: Unknown
ABILITY: Soundproof, Static
ITEMS: None

HEIGHT: 3'11"

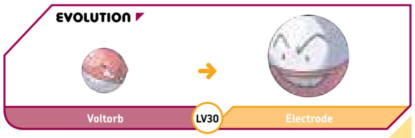
GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is known to drift on winds if it is bloated to bursting with stored electricity.

PEARL It is known to drift on winds if it is bloated to bursting with stored electricity.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Voltorb level up to Lv30.

PEARL Make Voltorb level up to Lv30.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

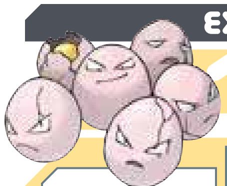
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Charge	Electric	Status			20	Self	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	SonicBoom	Normal	Special		90	20	Normal	
Basic	Spark	Electric	Physical	65	100	20	Normal	○
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special		90	20	Normal	
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status		85	40	Normal	
22	Light Screen	Psychic	Status			30	Ally2	
26	Charge Beam	Electric	Special	50	90	10	Normal	
29	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
35	Swift	Normal	Special	60		20	Enemy2	
40	Magnet Rise	Electric	Status			10	Self	
46	Gyro Ball	Steel	Physical		100	5	Normal	○
51	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
57	Mirror Coat	Psychic	Special		100	20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	



EXEGGCUTE

102

GRASS
PSYCHIC

WEIGHT: 5.5 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
ITEMS: None

HEIGHT: 1'04"

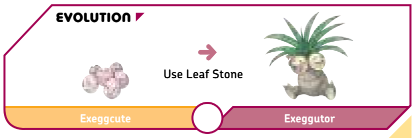
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its six eggs converse using telepathy. They can quickly gather if they become separated.

PEARL Its six eggs converse using telepathy. They can quickly gather if they become separated.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Barrage	Normal	Physical	15	85	20	Normal	
Basic	Uproar	Normal	Special	50	100	10	Random1	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
7	Reflect	Psychic	Status			20	Ally2	
11	Leech Seed	Grass	Status		90	10	Normal	
17	Bullet Seed	Grass	Physical	10	100	30	Normal	
19	Stun Spore	Grass	Status		75	30	Normal	
21	PoisonPowder	Poison	Status		75	35	Normal	
23	Sleep Powder	Grass	Status		75	15	Normal	
27	Confusion	Psychic	Special	50	100	25	Normal	
33	Worry Seed	Grass	Status		100	10	Normal	
37	Natural Gift	Normal	Physical		100	15	Normal	
43	SolarBeam	Grass	Special	120	100	10	Normal	
47	Psychic	Psychic	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Synthesis	Grass	Status			5	Self	
Moonlight	Normal	Status			5	Self	
Reflect	Psychic	Status			20	Ally2	
AncientPower	Rock	Special	60	100	5	Normal	
Psych Up	Normal	Status			10	Normal	
Ingrain	Grass	Status			20	Self	
Curse	???	Status			10	Normal/Self	
Nature Power	Normal	Status			20	DoM	
Lucky Chant	Normal	Status			30	Ally2	
Leaf Storm	Grass	Special	140	90	5	Normal	

EXEGGUTOR 103



GRASS
PSYCHIC

WEIGHT: 264.6 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
ITEMS: None

HEIGHT: 6'07"

M/F HAVE SAME FORM

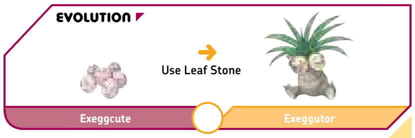


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is called The Walking Jungle. If a head grows too big, it falls off and becomes an Exeggcute.

PEARL It is called The Walking Jungle. If a head grows too big, it falls off and becomes an Exeggcute.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Leaf Stone on Exeggcute.
PEARL Use Leaf Stone on Exeggcute.
GBA Evolve Cubone in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Seed Bomb	Grass	Physical	80	100	15	Normal	
Basic	Barrage	Normal	Physical	15	85	20	Normal	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Stomp	Normal	Physical	65	100	20	Normal	○
17	Stomp	Normal	Physical	65	100	20	Normal	○
27	Egg Bomb	Normal	Physical	100	75	10	Normal	
37	Wood Hammer	Grass	Physical	120	100	15	Normal	○
47	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

CUBONE 104



GROUND

WEIGHT: 14.3 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Lightningrod
ITEMS: Thick Club

HEIGHT: 1'04"

M/F HAVE SAME FORM

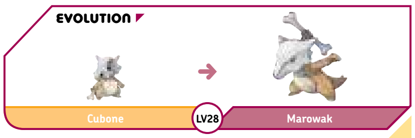


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it thinks of its dead mother, it cries. Its crying makes the skull it wears rattle hollowly.

PEARL When it thinks of its dead mother, it cries. Its crying makes the skull it wears rattle hollowly.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203 (Mass Outbreak)
PEARL Route 203 (Mass Outbreak)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
3	Tail Whip	Normal	Status		100	30	Enemy2	
7	Bone Club	Ground	Physical	65	85	20	Normal	
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status		100	30	Enemy2	
17	Focus Energy	Normal	Status			30	Self	
21	Bonemerang	Ground	Physical	50	90	10	Normal	
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Thrash	Normal	Physical	90	100	20	Random1	○
33	Fling	Dark	Physical		100	10	Normal	
37	Bone Rush	Ground	Physical	25	80	10	Normal	
41	Endeavor	Normal	Physical		100	5	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

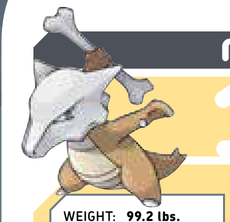
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rock Slide	Rock	Physical	75	90	10	Enemy2	
AncientPower	Rock	Special	60	100	5	Normal	
Belly Drum	Normal	Status			10	Self	
Screech	Normal	Status		85	40	Normal	
Skull Bash	Normal	Physical	100	100	15	Normal	○
Perish Song	Normal	Status			5	All	
Sword Dance	Normal	Status			30	Self	
Double Kick	Fighting	Physical	30	100	30	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○





MAROWAK 105



GROUND

WEIGHT: 99.2 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Lightningrod
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

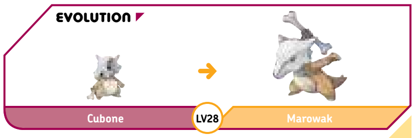


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND From its birth, this savage Pokémon constantly holds bones. It is skilled in using them as weapons.

PEARL From its birth, this savage Pokémon constantly holds bones. It is skilled in using them as weapons.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Cubone level up to Lv28.

PEARL Make Cubone level up to Lv28.

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Bone Club	Ground	Physical	65	85	20	Normal	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
3	Tail Whip	Normal	Status		100	30	Enemy2	
7	Bone Club	Ground	Physical	65	85	20	Normal	
11	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Leer	Normal	Status		100	30	Enemy2	
17	Focus Energy	Normal	Status			30	Self	
21	Bonemerang	Ground	Physical	50	90	10	Normal	
23	Rage	Normal	Physical	20	100	20	Normal	○
27	False Swipe	Normal	Physical	40	100	40	Normal	○
33	Thrash	Normal	Physical	90	100	20	Random1	○
37	Fling	Dark	Physical		100	10	Normal	
43	Bone Rush	Ground	Physical	25	80	10	Normal	
49	Endeavor	Normal	Physical		100	5	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

HITMONLEE 106



FIGHTING

WEIGHT: 109.8 lbs.
GENDER: Male
ABILITY: Limber, Reckless
ITEMS: None

HEIGHT: 4'11"

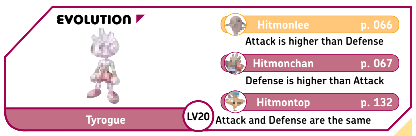
MALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its legs can stretch double. First-time foes are startled by its extensible reach.

PEARL Its legs can stretch double. First-time foes are startled by its extensible reach.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Raise Attack higher than Defense and make Tyrogue level up to Lv20.

PEARL Raise Attack higher than Defense and make Tyrogue level up to Lv20.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Revenge	Fighting	Physical	60	100	10	Normal	○
Basic	Double Kick	Fighting	Physical	30	100	30	Normal	○
5	Meditate	Psychic	Status			40	Self	
9	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
13	Jump Kick	Fighting	Physical	85	95	25	Normal	○
17	Brick Break	Fighting	Physical	75	100	15	Normal	○
21	Focus Energy	Normal	Status			30	Self	
25	Feint	Normal	Physical	50	100	10	Normal	
29	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
33	Mind Reader	Normal	Status			5	Normal	
37	Foresight	Normal	Status			40	Normal	
41	Blaze Kick	Fire	Physical	85	90	10	Normal	○
45	Endure	Normal	Status			10	Self	
49	Mega Kick	Normal	Physical	120	75	5	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



HITMONCHAN

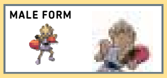
107

FIGHTING

WEIGHT: 110.7 lbs.
GENDER: Male
ABILITY: Keen Eye, Iron Fist
ITEMS: None

HEIGHT: 4'07"

MALE FORM

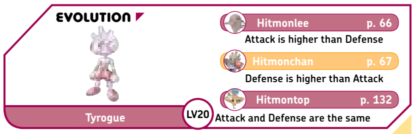


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The arm-twisting punches it throws pulverize even concrete. It rests after three minutes of fighting.

PEARL The arm-twisting punches it throws pulverize even concrete. It rests after three minutes of fighting.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Raise Defense higher than Attack and make Tyrogue level up to Lv20.

PEARL Raise Defense higher than Attack and make Tyrogue level up to Lv20.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Revenge	Fighting	Physical	60	100	10	Normal	○
Basic	Comet Punch	Normal	Physical	18	85	15	Normal	○
6	Agility	Psychic	Status			30	Self	
11	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Mach Punch	Fighting	Physical	40	100	30	Normal	○
16	Bullet Punch	Steel	Physical	40	100	30	Normal	○
21	Feint	Normal	Physical	50	100	10	Normal	
26	Vacuum Wave	Fighting	Special	40	100	30	Normal	
31	ThunderPunch	Electric	Physical	75	100	15	Normal	○
31	Ice Punch	Ice	Physical	75	100	15	Normal	○
31	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
41	Mega Punch	Normal	Physical	80	85	20	Normal	○
46	Detect	Fighting	Status			5	Self	
51	Counter	Fighting	Physical		100	20	Self	○
56	Close Combat	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



LICKITUNG

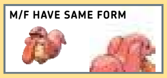
108

NORMAL

WEIGHT: 144.4 lbs.
GENDER: Male / Female
ABILITY: Own Tempo, Oblivious
ITEMS: Lagging Tail

HEIGHT: 3'11"

M/F HAVE SAME FORM

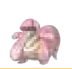


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Instead of hands, it uses its tongue, which is twice its height. Its sticky saliva grips anything.

PEARL Instead of hands, it uses its tongue, which is twice its height. Its sticky saliva grips anything.

EVOLUTION



Make it level up to Lv33 and teach it Rollout. Or, teach it Rollout first and make it level up.



MAIN METHODS TO OBTAIN

DIAMOND Lake Valor (Mass Outbreak)

PEARL Lake Valor (Mass Outbreak)

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
9	Defense Curl	Normal	Status			40	Self	
13	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status		80	20	Normal	
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status			20	DoM	
41	Refresh	Normal	Status			20	Self	
45	Screech	Normal	Status		85	40	Normal	
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Belly Drum	Normal	Status			10	Self	
Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
Body Slam	Normal	Physical	85	100	15	Normal	○
Curse	???	Status			10	Normal/Self	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Sleep Talk	Normal	Status			10	DoM	
Snore	Normal	Special	40	100	15	Normal	
Substitute	Normal	Status			10	Self	
Amnesia	Psychic	Status			20	Self	
Hammer Arm	Fighting	Physical	100	90	10	Normal	○



KOFFING 109



POISON

WEIGHT: **2.2 lbs.**
GENDER: **Male / Female**
ABILITY: **Levitate**
ITEMS: **None**

HEIGHT: 2'00"

MALE FORM

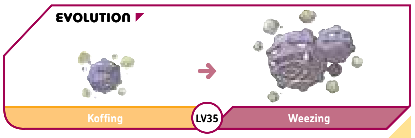


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Lighter-than-air gases in its body keep it aloft. The gases not only smell, they are also explosive.

PEARL Lighter-than-air gases in its body keep it aloft. The gases not only smell, they are also explosive.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover an egg.

PEARL Discover an egg.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Gas	Poison	Status		55	40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
6	Smog	Poison	Special	20	70	20	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
24	Sludge	Poison	Special	65	100	20	Normal	
28	Haze	Ice	Status			30	All	
33	Gyro Ball	Steel	Physical		100	5	Normal	○
37	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
42	Sludge Bomb	Poison	Special	90	100	10	Normal	
46	Destiny Bond	Ghost	Status			5	Self	
51	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Screech	Normal	Status		85	40	Normal	
Psywave	Psychic	Special		80	15	Normal	
Psybeam	Psychic	Special	65	100	20	Normal	
Destiny Bond	Ghost	Status			5	Self	
Pain Split	Normal	Status			20	Normal	
Will-O-Wisp	Fire	Status		75	15	Normal	
Grudge	Ghost	Status			5	Self	
Spite	Ghost	Status		100	10	Normal	
Curse	???	Status			10	Normal/Self	

WEEZING 110



POISON

WEIGHT: **20.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Levitate**
ITEMS: **Smoke Ball**

HEIGHT: 3'11"

MALE FORM

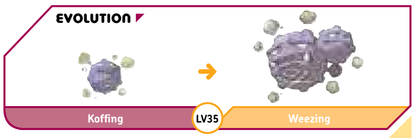


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grows by feeding on gases released by garbage. Though very rare, triplets have been found.

PEARL It grows by feeding on gases released by garbage. Though very rare, triplets have been found.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain

PEARL Route 227, Stark Mountain

GBA Evolve Koffing in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Gas	Poison	Status		55	40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Smog	Poison	Special	20	70	20	Normal	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
6	Smog	Poison	Special	20	70	20	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
24	Sludge	Poison	Special	65	100	20	Normal	
28	Haze	Ice	Status			30	All	
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
48	Sludge Bomb	Poison	Special	90	100	10	Normal	
55	Destiny Bond	Ghost	Status			5	Self	
63	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

RHYHORN

111



GROUND
ROCK

WEIGHT: 253.5 lbs.
GENDER: Male / Female
ABILITY: Lightningrod, Rock Head
ITEMS: None

HEIGHT: 3'03"



MALE FORM

FEMALE FORM

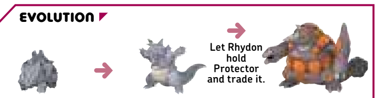


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is clad in a thick hide, and its tackles topple buildings. Unfortunately, it is not smart.

PEARL Its body is clad in a thick hide, and its tackles topple buildings. Unfortunately, it is not smart.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain

PEARL Route 227, Stark Mountain

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Horn Attack	Normal	Physical	65	100	25	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status		90	10	Normal	
25	Rock Blast	Rock	Physical	25	80	10	Normal	
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical		30	5	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	
49	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
57	Megahorn	Bug	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Reversal	Fighting	Physical		100	15	Normal	○
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Counter	Fighting	Physical		100	20	Self	○
Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
Swords Dance	Normal	Status			30	Self	
Curse	???	Status			10	Normal/Self	
Crush Claw	Normal	Physical	75	95	10	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○

RHYDON

112



GROUND
ROCK

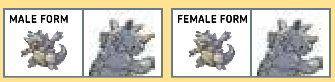
WEIGHT: 264.6 lbs.
GENDER: Male / Female
ABILITY: Lightningrod, Rock Head
ITEMS: None

HEIGHT: 6'03"



MALE FORM

FEMALE FORM

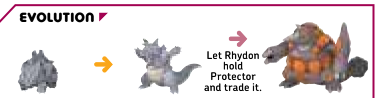


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its brain developed after it stood up on its hind legs. Its drill horn bores tunnels through solid rock.

PEARL Its brain developed after it stood up on its hind legs. Its drill horn bores tunnels through solid rock.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Route 228, Stark Mountain

PEARL Route 227, Route 228, Stark Mountain

GBA Evolve Rhydon in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Horn Attack	Normal	Physical	65	100	25	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Stomp	Normal	Physical	65	100	20	Normal	○
Basic	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status		90	10	Normal	
25	Rock Blast	Rock	Physical	25	80	10	Normal	
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical		30	5	Normal	○
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	
49	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
57	Megahorn	Bug	Physical	120	85	10	Normal	○

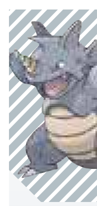
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○







CHANSEY 113



NORMAL

WEIGHT: 76.3 lbs.
GENDER: Female
ABILITY: Natural Cure, Serene Grace
ITEMS: Oval Stone, Lucky Egg

HEIGHT: 3'07"

FEMALE FORM

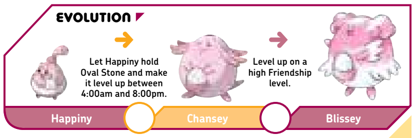


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to deliver happiness. Being compassionate, it shares its eggs with injured people.

PEARL It lays several eggs a day and won't share them with those who have evil in their hearts.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 209 , Route 210, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Route 209 , Route 210, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Refresh	Normal	Status			20	Self	
12	Softboiled	Normal	Status			10	Self	
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status			20	Self	
23	Sing	Normal	Status		55	15	Normal	
27	Fling	Dark	Physical		100	10	Normal	
31	Defense Curl	Normal	Status			40	Self	
34	Light Screen	Psychic	Status			30	Ally2	
38	Egg Bomb	Normal	Physical	100	75	10	Normal	
42	Healing Wish	Psychic	Status			10	Self	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Present	Normal	Physical		90	15	Normal	
Metronome	Normal	Status			10	DoM	
Heal Bell	Normal	Status			5	All Allies	
Aromatherapy	Grass	Status			5	All Allies	
Substitute	Normal	Status			10	Self	
Counter	Fighting	Physical		100	20	Self	○
Helping Hand	Normal	Status			20	Ally1	
Gravity	Psychic	Status			5	All	

TANGELA 114



GRASS

WEIGHT: 77.2 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Leaf Guard
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

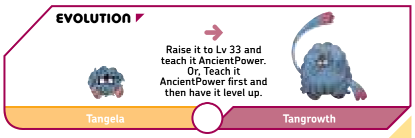


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is shrouded by blue vines. No one has seen the face hidden behind this growth of vines.

PEARL It is shrouded by blue vines. No one has seen the face hidden behind this growth of vines.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ingrain	Grass	Status			20	Self	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status		75	15	Normal	
8	Absorb	Grass	Special	20	100	25	Normal	
12	Growth	Normal	Status			40	Self	
15	PoisonPowder	Poison	Status		75	35	Normal	
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	
29	Stun Spore	Grass	Status		75	30	Normal	
33	AncientPower	Rock	Special	60	100	5	Normal	
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical		100	15	Normal	
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status		100	20	Normal	
50	Wring Out	Normal	Special		100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Confusion	Psychic	Special	50	100	25	Normal	
Mega Drain	Grass	Special	40	100	15	Normal	
Reflect	Psychic	Status			20	Ally2	
Amnesia	Psychic	Status			20	Self	
Leech Seed	Grass	Status		90	10	Normal	
Nature Power	Normal	Status			20	DoM	
Endeavor	Normal	Physical		100	5	Normal	○
Leaf Storm	Grass	Special	140	90	5	Normal	

KANGASKHAN 115



NORMAL

WEIGHT: 176.4 lbs.
GENDER: Female
ABILITY: Early Bird, Scrappy
ITEMS: None

HEIGHT: 7'03"

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It raises its offspring in its belly pouch. It lets the baby out to play only when it feels safe.

PEARL It raises its offspring in its belly pouch. It lets the baby out to play only when it feels safe.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)
PEARL Pastoria Great Marsh (After obtaining the National Pokédex)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Comet Punch	Normal	Physical	18	85	15	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
7	Fake Out	Normal	Physical	40	100	10	Normal	○
10	Tail Whip	Normal	Status		100	30	Enemy2	
13	Bite	Dark	Physical	60	100	25	Normal	○
19	Mega Pinch	Normal	Physical	80	85	20	Normal	○
22	Rage	Normal	Physical	20	100	20	Normal	○
25	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
34	Endure	Normal	Status			10	Self	
37	Outrage	Dragon	Physical	120	100	15	Random1	○
43	Double Hit	Normal	Physical	35	90	10	Normal	○
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Reversal	Fighting	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
TM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Stomp	Normal	Physical	65	100	20	Normal	○
Foresight	Normal	Status			40	Normal	
Focus Energy	Normal	Status			30	Self	
Safeguard	Normal	Status			25	Ally2	
Disable	Normal	Status		80	20	Normal	
Counter	Fighting	Physical		100	20	Self	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Substitute	Normal	Status			10	Self	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Endeavor	Normal	Physical		100	5	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

HORSEA 116



WATER

WEIGHT: 17.6 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Sniper
ITEMS: Dragon Scale

HEIGHT: 1'04"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes its nest in the shade of corals. If it senses danger, it spits murky ink and flees.

PEARL It makes its nest in the shade of corals. If it senses danger, it spits murky ink and flees.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 226 (Good Rod)
PEARL Route 226 (Good Rod)
GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER1 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
4	SmokeScreen	Normal	Status		100	20	Normal	
8	Leer	Normal	Status		100	30	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
14	Focus Energy	Normal	Status			30	Self	
18	BubbleBeam	Water	Special	65	100	20	Normal	
23	Agility	Psychic	Status			30	Self	
26	Twister	Dragon	Special	40	100	20	Enemy2	
30	Brine	Water	Special	65	100	10	Normal	
35	Hydro Pump	Water	Special	120	80	5	Normal	
38	Dragon Dance	Dragon	Status			20	Self	
42	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Aurora Beam	Ice	Special	65	100	20	Normal	
Octazooka	Water	Special	65	85	10	Normal	
Disable	Normal	Status		80	20	Normal	
Splash	Normal	Status			40	Self	
Dragon Rage	Dragon	Special		100	10	Normal	
DragonBreath	Dragon	Special	60	100	20	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	

SEADRA 117



WATER

WEIGHT: 55.1 lbs.
GENDER: Male / Female
ABILITY: Sniper, Poison Point
ITEMS: Dragon Scale

HEIGHT: 3'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its spines provide protection. Its fins and bones are prized as traditional medicine ingredients.

PEARL Its spines provide protection. Its fins and bones are prized as traditional medicine ingredients.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 226 (Super Rod)

PEARL Route 226 (Super Rod)

GBA Evolve Horsea in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
4	SmokeScreen	Normal	Status		100	20	Normal	
8	Leer	Normal	Status		100	30	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
14	Focus Energy	Normal	Status			30	Self	
18	BubbleBeam	Water	Special	65	100	20	Normal	
23	Agility	Psychic	Status			30	Self	
26	Twister	Dragon	Special	40	100	20	Enemy2	
30	Brine	Water	Special	65	100	10	Normal	
40	Hydro Pump	Water	Special	120	80	5	Normal	
48	Dragon Dance	Dragon	Status			20	Self	
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

GOLDEEN 118



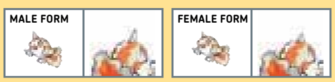
WATER

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Water Veil
ITEMS: None

HEIGHT: 2'00"

MALE FORM

FEMALE FORM

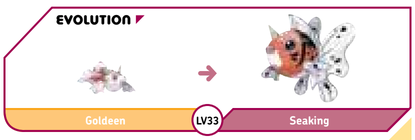


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It swims elegantly by flitting its tail fin as if it were a dress. It has the look of a queen.

PEARL It swims at a steady 5 knots. If it senses danger, it will strike back with its sharp horn.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204, Route 209, Route 212, Route 214, Lake Acuity, Lake Verity, Lake Valor, Twinleaf Town (Good Rod), Sendoff Spring

PEARL Route 203, Route 204, Route 209, Route 212, Route 214, Lake Acuity, Lake Verity, Lake Valor, Twinleaf Town (Good Rod), Sendoff Spring

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Water Sport	Water	Status			15	All	
7	Supersonic	Normal	Status		55	20	Normal	
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	
21	Flail	Normal	Physical		100	15	Normal	○
27	Aqua Ring	Water	Status			20	Self	
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
37	Waterfall	Water	Physical	80	100	15	Normal	○
41	Horn Drill	Normal	Physical		30	5	Normal	○
47	Agility	Psychic	Status			30	Self	
51	Megahorn	Bug	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Psybeam	Psychic	Special	65	100	20	Normal	
Haze	Ice	Status			30	All	
Hydro Pump	Water	Special	120	80	5	Normal	
Sleep Talk	Normal	Status			10	DoM	
Mud Sport	Ground	Status			15	All	
Mud-Slap	Ground	Special	20	100	10	Normal	
Aqua Tail	Water	Physical	90	90	10	Normal	○

SEAKING 119

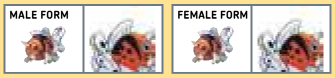


WATER

WEIGHT: 86.0 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Water Veil
ITEMS: None

HEIGHT: 4'03"

MALE FORM FEMALE FORM

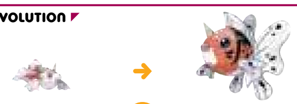


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes its nest by hollowing out boulders in streams with its horn. It defends its eggs with its life.

PEARL To protect its family, it will fight with its drill-sharp horn. It lives in hollowed rocks in streams.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204, Route 209, Lake Verity, Lake Valor, Resort Area (Super Rod)

PEARL Route 203, Route 204, Route 209, Lake Verity, Lake Valor, Resort Area (Super Rod)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Jab	Poison	Physical	80	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Water Sport	Water	Status			15	All	
Basic	Supersonic	Normal	Status		55	20	Normal	
7	Supersonic	Normal	Status		55	20	Normal	
11	Horn Attack	Normal	Physical	65	100	25	Normal	○
17	Water Pulse	Water	Special	60	100	20	Normal	
21	Flail	Normal	Physical		100	15	Normal	○
27	Aqua Ring	Water	Status			20	Self	
31	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Waterfall	Water	Physical	80	100	15	Normal	○
47	Horn Drill	Normal	Physical		30	5	Normal	○
56	Agility	Psychic	Status			30	Self	
63	Megahorn	Bug	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

STARYU 120



WATER

WEIGHT: 76.1 lbs.
GENDER: Unknown
ABILITY: Illuminate, Natural Cure
ITEMS: Stardust, Star Piece

HEIGHT: 2'07"

GENDER UNKNOWN

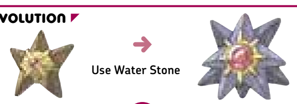


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If its body is torn, it can grow back if the red core remains. The core flashes at midnight.

PEARL If its body is torn, it can grow back if the red core remains. The core flashes at midnight.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Canalave City, Sunyshore City (Super Rod)

PEARL Canalave City, Sunyshore City (Super Rod)

GBA After you catch it in either LeafGreen, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
6	Water Gun	Water	Special	40	100	25	Normal	
10	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Recover	Normal	Status			10	Self	
19	Camouflage	Normal	Status			20	Self	
24	Swift	Normal	Special	60		20	Enemy2	
28	BubbleBeam	Water	Special	65	100	20	Normal	
33	Minimize	Normal	Status			20	Self	
37	Gyro Ball	Steel	Physical		100	5	Normal	○
42	Light Screen	Psychic	Status			30	Ally2	
46	Power Gem	Rock	Special	70	100	20	Normal	
51	Cosmic Power	Psychic	Status			20	Self	
55	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA





STARMIE

121

WATER
PSYCHIC

WEIGHT: **176.4 lbs.**
GENDER: **Unknown**
ABILITY: **Illuminate, Natural Cure**
ITEMS: **None**

HEIGHT: **3'07"**

UNKNOWN GENDER

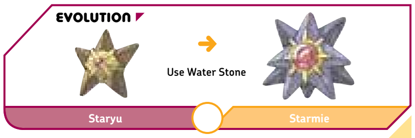


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND At the center of its body is a red core, which sends mysterious radio signals into the night sky.

PEARL At the center of its body is a red core, which sends mysterious radio signals into the night sky.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Water Stone on Staryu.

PEARL Use Water Stone on Staryu.

GBA Evolve Staryu in either LeafGreen, Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

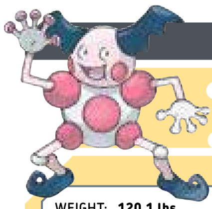
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Rapid Spin	Normal	Physical	20	100	40	Normal	○
Basic	Recover	Normal	Status			10	Self	
Basic	Swift	Normal	Special	60		20	Enemy2	
28	Confuse Ray	Ghost	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



MR. MIME

122

PSYCHIC

WEIGHT: **120.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Soundproof, Filter**
ITEMS: **Leppa Berry**

HEIGHT: **4'03"**

M/F HAVE SAME FORM

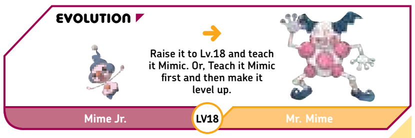


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is a pantomime expert that can create invisible but solid walls using miming gestures.

PEARL Emanations from its fingertips solidify the air into invisible walls that repel even harsh attacks.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 218, Route 222

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Magical Leaf	Grass	Special	60		20	Normal	
Basic	Power Swap	Psychic	Status			10	Normal	
Basic	Guard Swap	Psychic	Status			10	Normal	
Basic	Barrier	Psychic	Status			30	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
4	Copycat	Normal	Status			20	DoM	
8	Meditate	Psychic	Status			40	Self	
11	Encore	Normal	Status		100	5	Normal	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status			10	Normal	
22	Light Screen	Psychic	Status			30	Ally2	
22	Reflect	Psychic	Status			20	Ally2	
25	Psybeam	Psychic	Special	65	100	20	Normal	
29	Substitute	Normal	Status			10	Self	
32	Recycle	Normal	Status			10	Self	
36	Trick	Psychic	Status		100	10	Normal	
39	Psychic	Psychic	Special	90	100	10	Normal	
43	Role Play	Psychic	Status			10	Normal	
46	Baton Pass	Normal	Status			40	Self	
50	Safeguard	Normal	Status			25	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Future Sight	Psychic	Special	80	90	15	Normal	
Hypnosis	Psychic	Status		70	20	Normal	
Mimic	Normal	Status			10	Normal	
Psych Up	Normal	Status			10	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Trick	Psychic	Status		100	10	Normal	
Confuse Ray	Ghost	Status		100	10	Normal	
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Teeter Dance	Normal	Status		100	20	Enemy2/Ally1	

SCYTHER 123



BUG
FLYING

WEIGHT: 123.5 lbs.
GENDER: Male / Female
ABILITY: Swarm, Technician
ITEMS: None

HEIGHT: 4'11"

MALE FORM
FEMALE FORM

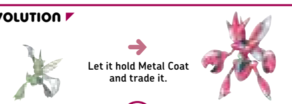


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is nearly impossible to parry its attacking scythes. Its movements are like a ninja's.

PEARL It is nearly impossible to parry its attacking scythes. Its movements are like a ninja's.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Focus Energy	Normal	Status			30	Self	
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status			30	Self	
21	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	Enemy2	
37	Double Team	Normal	Status			15	Self	
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Air Slash	Flying	Special	75	95	20	Normal	
57	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Safeguard	Normal	Status			25	Ally2	
Baton Pass	Normal	Status			40	Self	
Razor Wind	Normal	Special	80	100	10	Enemy2	
Reversal	Fighting	Physical		100	15	Normal	○
Light Screen	Psychic	Status			30	Ally2	
Endure	Normal	Status			10	Self	
Silver Wind	Bug	Special	60	100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	
Night Slash	Dark	Physical	70	100	15	Normal	○

JYNX 124



ICE
PSYCHIC

WEIGHT: 89.5 lbs.
GENDER: Female Only
ABILITY: Oblivious, Forewarn
ITEMS: None

HEIGHT: 4'07"

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its cries sound like human speech. However, it is impossible to tell what it is trying to say.

PEARL Its cries sound like human speech. However, it is impossible to tell what it is trying to say.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Smoochum level up to Lv.30.

PEARL Make Smoochum level up to Lv.30.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Lovely Kiss	Normal	Status		75	10	Normal	
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Lovely Kiss	Normal	Status		75	10	Normal	
11	Powder Snow	Ice	Special	40	100	25	Enemy2	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Ice Punch	Ice	Physical	75	100	15	Normal	○
21	Mean Look	Normal	Status			5	Normal	
25	Fake Tears	Dark	Status		100	20	Normal	
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
33	Avalanche	Ice	Physical	60	100	10	Normal	○
39	Body Slam	Normal	Physical	85	100	15	Normal	○
44	Wring Out	Normal	Special		100	5	Normal	○
49	Perish Song	Normal	Status			5	All	
55	Blizzard	Ice	Special	120	70	5	Enemy2	

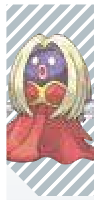
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	









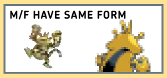
ELECTABUZZ 125

ELECTRIC

WEIGHT: 66.1 lbs.
GENDER: Male / Female
ABILITY: Static
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

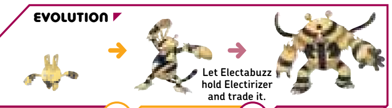


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Half of all blackouts occur when this Pokémon appears at power plants and eats electricity.

PEARL Half of all blackouts occur when this Pokémon appears at power plants and eats electricity.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Elekid level up to Lv 30.
PEARL Make Elekid level up to Lv 30.
GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
7	ThunderShock	Electric	Special	40	100	30	Normal	
10	Low Kick	Fighting	Physical		100	20	Normal	○
16	Swift	Normal	Special	60		20	Enemy2	
19	Shock Wave	Electric	Special	60		20	Normal	
25	Light Screen	Psychic	Status			30	Ally2	
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
43	Thunderbolt	Electric	Special	95	100	15	Normal	
52	Screech	Normal	Status		85	40	Normal	
58	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



MAGMAR 126

FIRE

WEIGHT: 98.1 lbs.
GENDER: Male / Female
ABILITY: Flame Body
ITEMS: None

HEIGHT: 4'03"

M/F HAVE SAME FORM

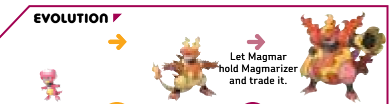


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Born in the spout of a volcano, its body is covered by flames that shimmer like the sun.

PEARL Born in the spout of a volcano, its body is covered by flames that shimmer like the sun.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Magby level up to Lv 30.
PEARL Make Magby level up to Lv 30.
GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Smog	Poison	Special	20	70	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
16	Faint Attack	Dark	Physical	60		20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	
25	Confuse Ray	Ghost	Status		100	10	Normal	
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
41	Flamethrower	Fire	Special	95	100	15	Normal	
49	Sunny Day	Fire	Status			5	All	
54	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



PINSIR 127

BUG

WEIGHT: 121.3 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Mold Breaker
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grips prey with its pincers until the prey is torn in half. What it can't tear, it tosses far.

PEARL It grips prey with its pincers until the prey is torn in half. What it can't tear, it tosses far.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

PEARL Route 229

GBA After you catch it in either LeafGreen, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	ViceGrip	Normal	Physical	55	100	30	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
4	Bind	Normal	Physical	15	75	20	Normal	○
8	Seismic Toss	Fighting	Physical		100	20	Normal	○
13	Harden	Normal	Status			30	Self	
18	Revenge	Fighting	Physical	60	100	10	Normal	○
21	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Vital Throw	Fighting	Physical	70		10	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
35	Thrash	Normal	Physical	90	100	20	Random1	○
38	Swords Dance	Normal	Status			30	Self	
42	Submission	Fighting	Physical	80	80	25	Normal	○
47	Guillotine	Normal	Physical		30	5	Normal	○
52	Super Power	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

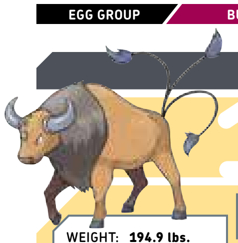
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fury Attack	Normal	Physical	15	85	20	Normal	○
Flail	Normal	Physical		100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Faint Attack	Dark	Physical	60		20	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	



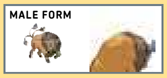
TAUROS 128

NORMAL

WEIGHT: 194.9 lbs.
GENDER: Male Only
ABILITY: Intimidate, Anger Point
ITEMS: None

HEIGHT: 4'07"

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Once it takes aim at its foe, it makes a headlong charge. It is famous for its violent nature.

PEARL Once it takes aim at its foe, it makes a headlong charge. It is famous for its violent nature.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 209, Route 210 (Use Poké Radar)

PEARL Route 209, Route 210 (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Tail Whip	Normal	Status		100	30	Enemy2	
5	Rage	Normal	Physical	20	100	20	Normal	○
8	Horn Attack	Normal	Physical	65	100	25	Normal	○
11	Scary Face	Normal	Status		90	10	Normal	
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Rest	Psychic	Status			10	Self	
24	Payback	Dark	Physical	50	100	10	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Take Down	Normal	Physical	90	85	20	Normal	○
41	Swagger	Normal	Status		90	15	Normal	
48	Thrash	Normal	Physical	90	100	20	Random1	○
55	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

SINNOH POKÉDEX



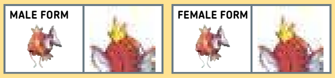
MAGIKARP 129



WATER

WEIGHT: 22.0 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: None

HEIGHT: 2'11"

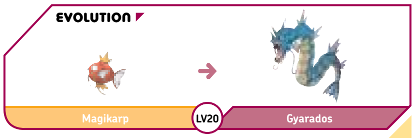


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to be the world's weakest Pokémon. No one knows why it has managed to survive.

PEARL It is unable to swim against even slow-moving currents. It always splashes about for some reason.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204, Route 214, Route 218, Twinleaf Town, Oreburgh Gate, Lake Verity, Lake Valor (Old Rod)

PEARL Route 203, Route 204, Route 214, Route 218, Twinleaf Town, Oreburgh Gate, Lake Verity, Lake Valor (Old Rod)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
15	Tackle	Normal	Physical	35	95	35	Normal	○
30	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

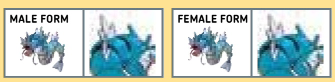
GYARADOS 130



WATER
FLYING

WEIGHT: 518.1 lbs.
GENDER: Male / Female
ABILITY: Intimidate
ITEMS: None

HEIGHT: 21'04"

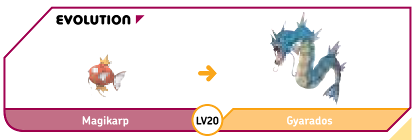


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Once it appears, its rage never settles until it has razed the fields and mountains around it.

PEARL In ancient literature, there is a record of a Gyarados that razed a village when violence flared.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204, Route 208, Route 225, Lake Verity, Lake Acuity, Lake Valor, Iron Island (Super Rod)

PEARL Route 203, Route 204, Route 208, Route 225, Lake Verity, Lake Acuity, Lake Valor, Iron Island (Super Rod)

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thrash	Normal	Physical	90	100	20	Random1	○
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Dragon Rage	Dragon	Special		100	10	Normal	
26	Leer	Normal	Status		100	30	Enemy2	
29	Twister	Dragon	Special	40	100	20	Enemy2	
32	Ice Fang	Ice	Physical	65	95	15	Normal	○
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
38	Rain Dance	Water	Status			5	All	
41	Hydro Pump	Water	Special	120	80	5	Normal	
44	Dragon Dance	Dragon	Status			20	Self	
47	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



LAPRAS

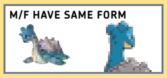
131

WATER
ICE

WEIGHT: 485.0 lbs.
GENDER: Male / Female
ABILITY: Water Absorb, Shell Armor
ITEMS: None

HEIGHT: 8'02"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves crossing the sea with people and Pokémon on its back. It understands human speech.

PEARL It loves crossing the sea with people and Pokémon on its back. It understands human speech.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Victory Road 1FL / Back(2) (On water)
PEARL Victory Road 1FL / Back(2) (On water)
GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sing	Normal	Status		55	15	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
4	Mist	Ice	Status			30	Ally2	
7	Confuse Ray	Ghost	Status		100	10	Normal	
10	Ice Shard	Ice	Physical	40	100	30	Normal	
14	Water Pulse	Water	Special	60	100	20	Normal	
18	Body Slam	Normal	Physical	85	100	15	Normal	○
22	Rain Dance	Water	Status			5	All	
27	Perish Song	Normal	Status			5	All	
32	Ice Beam	Ice	Special	95	100	10	Normal	
37	Brine	Water	Special	65	100	10	Normal	
43	Safeguard	Normal	Status			25	Ally2	
49	Hydro Pump	Water	Special	120	80	5	Normal	
55	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Foresight	Normal	Status			40	Normal	
Substitute	Normal	Status			10	Self	
Tickle	Normal	Status		100	20	Normal	
Refresh	Normal	Status			20	Self	
Dragon Dance	Dragon	Status			20	Self	
Curse	???	Status			10	Normal/Self	
Sleep Talk	Normal	Status			10	DoM	
Horn Drill	Normal	Physical		30	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Whirlpool	Water	Special	15	70	15	Normal	
Fissure	Ground	Physical		30	5	Normal	



DITTO

132

NORMAL

WEIGHT: 8.8 lbs.
GENDER: Unknown
ABILITY: Limber
ITEMS: Quick Powder, Metal Powder

HEIGHT: 1'00"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the ability to reconstitute its entire cellular structure to transform into whatever it sees.

PEARL It has the ability to reconstitute its entire cellular structure to transform into whatever it sees.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 218 (Use Poké Radar)
PEARL Route 218 (Use Poké Radar)
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | DITTO

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Transform	Normal	Status			10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



EEVEE

133

NORMAL

WEIGHT: 14.3 lbs.
GENDER: Male / Female
ABILITY: Run Away, Adaptability
ITEMS: None

HEIGHT: 1'00"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A rare Pokémon that adapts to harsh environments by taking on different evolutionary forms.

PEARL A rare Pokémon that adapts to harsh environments by taking on different evolutionary forms.

EVOLUTION

Eevee p.080 | Vaporeon(1) p.080 | Jolteon(2) p.081 | Flareon(3) p.081 | Espeon(4) p.111 | Umbreon(5) p.112 | Leafeon(6) p.251 | Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunder Stone: (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND After obtaining the National Pokédex, get it from Bebe in Hearthome City.

PEARL After obtaining the National Pokédex, get it from Bebe in Hearthome City.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Growl	Normal	Status		100	40	Enemy2	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Baton Pass	Normal	Status			40	Self	
43	Take Down	Normal	Physical	90	85	20	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Trump Card	Normal	Special			5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Charm	Normal	Status		100	20	Normal	
Flail	Normal	Physical		100	15	Normal	○
Endure	Normal	Status			10	Self	
Curse	???	Status			10	Normal/Self	
Tickle	Normal	Status		100	20	Normal	
Wish	Normal	Status			10	Self	
Yawn	Normal	Status			10	Normal	
Fake Tears	Dark	Status		100	20	Normal	
Covet	Normal	Physical	40	100	40	Normal	○



VAPOREON

134

WATER

WEIGHT: 63.9 lbs.
GENDER: Male / Female
ABILITY: Water Absorb
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has evolved to be suitable for an aquatic life. It can invisibly melt away into water.

PEARL It has evolved to be suitable for an aquatic life. It can invisibly melt away into water.

EVOLUTION

Eevee p.080 | Vaporeon(1) p.080 | Jolteon(2) p.081 | Flareon(3) p.081 | Espeon(4) p.111 | Umbreon(5) p.112 | Leafeon(6) p.251 | Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone: (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Use Water Stone on Eevee.

PEARL Use Water Stone on Eevee.

GBA Evolve Eevee in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Water Gun	Water	Special	40	100	25	Normal	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Aurora Beam	Ice	Special	65	100	20	Normal	
43	Aqua Ring	Water	Status			20	Self	
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Haze	Ice	Status			30	All	
64	Acid Armor	Poison	Status			40	Self	
71	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



JOLTEON 135

ELECTRIC

WEIGHT: 54.0 lbs.
GENDER: Male / Female
ABILITY: Volt Absorb
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It controls 10,000-volt power and can raise all the fur on its body as if it were sharp needles.

PEARL It controls 10,000-volt power and can raise all the fur on its body as if it were sharp needles.

EVOLUTION

Eevee p.080 · Vaporeon(1) p.080 · Jolteon(2) p.081 · Flareon(3) p.081 · Espeon(4) p.111 · Umbreon(5) p.112 · Leafeon(6) p.251 · Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Use Thunderstone on Eevee.
PEARL Use Thunderstone on Eevee.
GBA Evolve Eevee in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	ThunderShock	Electric	Special	40	100	30	Normal	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Double Kick	Fighting	Physical	30	100	30	Normal	○
36	Pin Missile	Bug	Physical	14	85	20	Normal	
43	Thunder Fang	Electric	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Thunder Wave	Electric	Status		100	20	Normal	
64	Agility	Psychic	Status			30	Self	
71	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



FLAREON 136

FIRE

WEIGHT: 55.1 lbs.
GENDER: Male / Female
ABILITY: Flash Fire
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a flame sac in its body. Its body temperature tops 1,650 degrees Fahrenheit before battle.

PEARL It has a flame sac in its body. Its body temperature tops 1,650 degrees Fahrenheit before battle.

EVOLUTION

Eevee p.080 · Vaporeon(1) p.080 · Jolteon(2) p.081 · Flareon(3) p.081 · Espeon(4) p.111 · Umbreon(5) p.112 · Leafeon(6) p.251 · Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Use Fire Stone on Eevee.
PEARL Use Fire Stone on Eevee.
GBA Evolve Eevee in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Ember	Fire	Special	40	100	25	Normal	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Fire Spin	Fire	Special	15	70	15	Normal	
43	Fire Fang	Fire	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Smog	Poison	Special	20	70	20	Normal	
64	Scary Face	Normal	Status		90	10	Normal	
71	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleeptalk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



PORYGON 137

NORMAL

WEIGHT: 80.5 lbs.
GENDER: Unknown
ABILITY: Trace, Download
ITEMS: None

HEIGHT: 2'07"

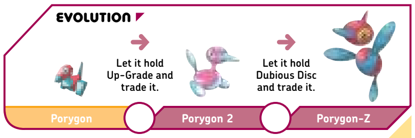
GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The world's first artificially created Pokémon. It can travel through electronic space.

PEARL The world's first artificially created Pokémon. It can travel through electronic space.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Conversion2	Normal	Status			30	Self	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Conversion	Normal	Status			30	Self	
Basic	Sharpen	Normal	Status			30	Self	
7	Psybeam	Psychic	Special	65	100	20	Normal	
12	Agility	Psychic	Status			30	Self	
18	Recover	Normal	Status			10	Self	
23	Magnet Rise	Electric	Status			10	Self	
29	Signal Beam	Bug	Special	75	100	15	Normal	
34	Recycle	Normal	Status			10	Self	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
45	Lock-On	Normal	Status			5	Normal	
51	Tri Attack	Normal	Special	80	100	10	Normal	
56	Magic Coat	Psychic	Status			15	Self	
62	Zap Cannon	Electric	Special	120	50	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



OMANYTE 138

ROCK
WATER

WEIGHT: 16.5 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Shell Armor
ITEMS: None

HEIGHT: 1'04"

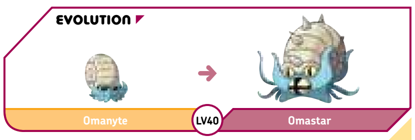
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that was resurrected from a fossil using modern science. It swam in ancient seas.

PEARL A Pokémon that was resurrected from a fossil using modern science. It swam in ancient seas.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Obtain Helix Fossil in the Underpass and have it restored at Mining Museum in Oreburgh City.

PEARL Obtain Helix Fossil in the Underpass and have it restored at Mining Museum in Oreburgh City.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Withdraw	Water	Status			40	Self	
7	Bite	Dark	Physical	60	100	25	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status		100	30	Enemy2	
25	Mud Shot	Ground	Special	55	95	15	Normal	
28	Brine	Water	Special	65	100	10	Normal	
34	Protect	Normal	Status			10	Self	
37	AncientPower	Rock	Special	60	100	5	Normal	
43	Tickle	Normal	Status		100	20	Normal	
46	Rock Blast	Rock	Physical	25	80	10	Normal	
52	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
BubbleBeam	Water	Special	65	100	20	Normal	
Aurora Beam	Ice	Special	65	100	20	Normal	
Slam	Normal	Physical	80	75	20	Normal	○
Supersonic	Normal	Status		55	20	Normal	
Haze	Ice	Status			30	All	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Spikes	Ground	Status			20	Enemy2	
Knock Off	Dark	Physical	20	100	20	Normal	○
Wring Out	Normal	Special		100	5	Normal	○
Toxic Spikes	Poison	Status			20	Enemy2	



OMASTAR

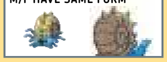
139

ROCK
WATER

WEIGHT: 77.2 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Shell Armor
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is thought that this Pokémon became extinct because its spiral shell grew too large.

PEARL It is thought that this Pokémon became extinct because its spiral shell grew too large.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Omanyte level up to Lv40.

PEARL Make Omanyte level up to Lv40.

GBA Evolve Omanyte in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Withdraw	Water	Status			40	Self	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
7	Bite	Dark	Physical	60	100	25	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status		100	30	Enemy2	
25	Mud Shot	Ground	Special	55	95	15	Normal	
28	Brine	Water	Special	65	100	10	Normal	
34	Protect	Normal	Status			10	Self	
37	AncientPower	Rock	Special	60	100	5	Normal	
40	Spike Cannon	Normal	Physical	20	100	15	Normal	
48	Tickle	Normal	Status		100	20	Normal	
56	Rock Blast	Rock	Physical	25	80	10	Normal	
67	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



KABUTO

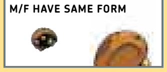
140

ROCK
WATER

WEIGHT: 25.4 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Battle Armor
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

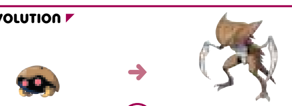


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is thought to have inhabited beaches 300 million years ago. It is protected by a stiff shell.

PEARL It is thought to have inhabited beaches 300 million years ago. It is protected by a stiff shell.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Obtain Dome Fossil in the Underpass and have it restored at Mining Museum in Oreburgh City.

PEARL Obtain Dome Fossil in the Underpass and have it restored at Mining Museum in Oreburgh City.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
6	Absorb	Grass	Special	20	100	25	Normal	
11	Leer	Normal	Status		100	30	Enemy2	
16	Mud Shot	Ground	Special	55	95	15	Normal	
21	Sand-Attack	Ground	Status		100	15	Normal	
26	Endure	Normal	Status			10	Self	
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	
41	Metal Sound	Steel	Status		85	40	Normal	
46	AncientPower	Rock	Special	60	100	5	Normal	
51	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
BubbleBeam	Water	Special	65	100	20	Normal	
Aurora Beam	Ice	Special	65	100	20	Normal	
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Dig	Ground	Physical	80	100	10	Normal	○
Flail	Normal	Physical		100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Confuse Ray	Ghost	Status		100	10	Normal	
Mud Shot	Ground	Special	55	95	15	Normal	
Icy Wind	Ice	Special	55	95	15	Enemy2	
Screech	Normal	Status		85	40	Normal	



KABUTOPS

141



ROCK
WATER

WEIGHT: 89.3 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Battle Armor
ITEMS: None

HEIGHT: 4'03"

M/F HAVE SAME FORM

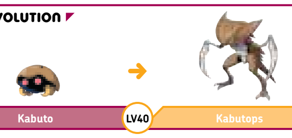


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is thought that this Pokémon came onto land because its prey adapted to life on land.

PEARL It is thought that this Pokémon came onto land because its prey adapted to life on land.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Kabuto level up to Lv40.

PEARL Make Kabuto level up to Lv40.

GBA Evolve Kabuto in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Absorb	Grass	Special	20	100	25	Normal	
6	Absorb	Grass	Special	20	100	25	Normal	
11	Leer	Normal	Status		100	30	Enemy2	
16	Mud Shot	Ground	Special	55	95	15	Normal	
21	Sand-Attack	Ground	Status		100	15	Normal	
26	Endure	Normal	Status			10	Self	
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Metal Sound	Steel	Status		85	40	Normal	
54	AncientPower	Rock	Special	60	100	5	Normal	
63	Wring Out	Normal	Special		100	5	Normal	○
72	Night Slash	Dark	Physical	70	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

AERODACTYL

142



ROCK
FLYING

WEIGHT: 130.1 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Pressure
ITEMS: None

HEIGHT: 5'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that roamed the skies in the dinosaur era. Its teeth are like saw blades.

PEARL A Pokémon that roamed the skies in the dinosaur era. Its teeth are like saw blades.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Obtain Old Amber in the Underpass and have it restored at Mining Museum in Oreburgh City.

PEARL Obtain Old Amber in the Underpass and have it restored at Mining Museum in Oreburgh City.

GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Wing Attack	Flying	Physical	60	100	35	Normal	○
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Scary Face	Normal	Status		90	10	Normal	
9	Roar	Normal	Status		100	20	Normal	
17	Agility	Psychic	Status			30	Self	
25	AncientPower	Rock	Special	60	100	5	Normal	
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Take Down	Normal	Physical	90	85	20	Normal	○
49	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Hyper Beam	Normal	Special	150	90	5	Normal	
65	Rock Slide	Rock	Physical	75	90	10	Enemy2	
73	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
TM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Whirlwind	Normal	Status		100	20	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○
Foresight	Normal	Status			40	Normal	
Steel Wing	Steel	Physical	70	90	25	Normal	○
DragonBreath	Dragon	Special	60	100	20	Normal	
Curse	???	Status			10	Normal/Self	
Assurance	Dark	Physical	50	100	10	Normal	○



SNORLAX

143

NORMAL

WEIGHT: 1014.1 lbs.
GENDER: Male / Female
ABILITY: Immunity, Thick Fat
ITEMS: None

HEIGHT: 6'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its stomach can digest any kind of food, even if it happens to be moldy or rotten.

PEARL It stops eating only to sleep. It doesn't feel full unless it eats nearly 900 pounds a day.

EVOLUTION



Level up on a high Friendship level.



Munchlax → Snorlax

MAIN METHODS TO OBTAIN

DIAMOND Make Munchlax level up on a high Friendship level.
PEARL Make Munchlax level up on a high Friendship level.
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status			40	Self	
9	Amnesia	Psychic	Status			20	Self	
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Belly Drum	Normal	Status			10	Self	
20	Yawn	Normal	Status			10	Normal	
25	Rest	Psychic	Status			10	Self	
28	Snore	Normal	Special	40	100	15	Normal	
28	Sleep Talk	Normal	Status			10	DoM	
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Block	Normal	Status			5	Normal	
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Crunch	Dark	Physical	80	100	15	Normal	○
49	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Charm	Normal	Status		100	20	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Curse	???	Status			10	Normal/Self	
Fissure	Ground	Physical		30	5	Normal	
Substitute	Normal	Status			10	Self	
Whirlwind	Normal	Status		100	20	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○



ARTICUNO

144

ICE
FLYING

WEIGHT: 122.1 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A legendary bird Pokémon. It can create blizzards by freezing moisture in the air.

PEARL A legendary bird Pokémon. It can create blizzards by freezing moisture in the air.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

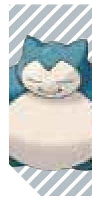
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Gust	Flying	Special	40	100	35	Normal	
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
8	Mist	Ice	Status			30	Ally2	
15	Ice Shard	Ice	Physical	40	100	30	Normal	
22	Mind Reader	Normal	Status			5	Normal	
29	AncientPower	Rock	Special	60	100	5	Normal	
36	Agility	Psychic	Status			30	Self	
43	Ice Beam	Ice	Special	95	100	10	Normal	
50	Reflect	Psychic	Status			20	Ally2	
57	Roost	Flying	Status			10	Self	
64	Tail Wind	Flying	Status			30	Ally2	
71	Blizzard	Ice	Special	120	70	5	Enemy2	
78	Sheer Cold	Ice	Special		30	5	Normal	
85	Hail	Ice	Status			10	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

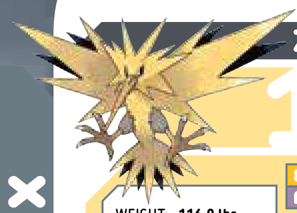






ZAPDOS

145



ELECTRIC
FLYING

WEIGHT: 116.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'03"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A legendary Pokémon that is said to live in thunderclouds. It freely controls lightning bolts.

PEARL A legendary Pokémon that is said to live in thunderclouds. It freely controls lightning bolts.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
8	Thunder Wave	Electric	Status		100	20	Normal	
15	Detect	Fighting	Status			5	Self	
22	Pluck	Flying	Physical	60	100	20	Normal	○
29	AncientPower	Rock	Special	60	100	5	Normal	
36	Charge	Electric	Status			20	Self	
43	Agility	Psychic	Status			30	Self	
50	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
57	Roost	Flying	Status			10	Self	
64	Light Screen	Psychic	Status			30	Ally2	
71	Drill Peck	Flying	Physical	80	100	20	Normal	○
78	Thunder	Electric	Special	120	70	10	Normal	
85	Rain Dance	Water	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOLTRES

146



FIRE
FLYING

WEIGHT: 132.3 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 6'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND One of the legendary bird Pokémon. It is said that its appearance indicates the coming of spring.

PEARL One of the legendary bird Pokémon. It is said that its appearance indicates the coming of spring.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wing Attack	Flying	Physical	60	100	35	Normal	○
Basic	Ember	Fire	Special	40	100	25	Normal	
8	Fire Spin	Fire	Special	15	70	15	Normal	
15	Agility	Psychic	Status			30	Self	
22	Endure	Normal	Status			10	Self	
29	AncientPower	Rock	Special	60	100	5	Normal	
36	Flamethrower	Fire	Special	95	100	15	Normal	
43	Safeguard	Normal	Status			25	Ally2	
50	Air Slash	Flying	Special	75	95	20	Normal	
57	Roost	Flying	Status			10	Self	
64	Heat Wave	Fire	Special	100	90	10	Enemy2	
71	SolarBeam	Grass	Special	120	100	10	Normal	
78	Sky Attack	Flying	Physical	140	90	5	Normal	
85	Sunny Day	Fire	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

DRATINI 147



DRAGON

WEIGHT: 7.3 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: Dragon Scale

HEIGHT: 5'11"



M/F HAVE SAME FORM

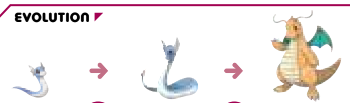


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is called the Mirage Pokémon because so few have seen it. Its shed skin has been found.

PEARL It is called the Mirage Pokémon because so few have seen it. Its shed skin has been found.

EVOLUTION



Dratini LV30 Dragonair LV55 Dragonite

MAIN METHODS TO OBTAIN

DIAMOND Mount Coronet (2nd time) 4FL (1) (Super Rod)
PEARL Mount Coronet (2nd time) 4FL (1) (Super Rod)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Thunder Wave	Electric	Status		100	20	Normal	
11	Twister	Dragon	Special	40	100	20	Enemy2	
15	Dragon Rage	Dragon	Special		100	10	Normal	
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status			30	Self	
31	Aqua Tail	Water	Physical	90	90	10	Normal	○
35	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
41	Safeguard	Normal	Status			25	Ally2	
45	Dragon Dance	Dragon	Status			20	Self	
51	Outrage	Dragon	Physical	120	100	15	Random1	○
55	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Light Screen	Psychic	Status			30	Ally2	
Mist	Ice	Status			30	Ally2	
Haze	Ice	Status			30	All	
Supersonic	Normal	Status		55	20	Normal	
DragonBreath	Dragon	Special	60	100	20	Normal	
Dragon Dance	Dragon	Status			20	Self	
Dragon Rush	Dragon	Physical	100	75	10	Normal	○

DRAGONAIR 148



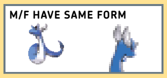
DRAGON

WEIGHT: 36.4 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: Dragon Scale

HEIGHT: 13'01"



M/F HAVE SAME FORM

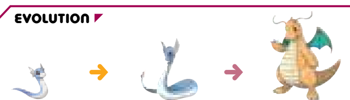


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If its body takes on an aura, the weather changes instantly. It is said to live in seas and lakes.

PEARL If its body takes on an aura, the weather changes instantly. It is said to live in seas and lakes.

EVOLUTION



Dratini LV30 Dragonair LV55 Dragonite

MAIN METHODS TO OBTAIN

DIAMOND Mount Coronet (2nd time) 4FL (1) (Super Rod)
PEARL Mount Coronet (2nd time) 4FL (1) (Super Rod)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Thunder Wave	Electric	Status		100	20	Normal	
Basic	Twister	Dragon	Special	40	100	20	Enemy2	
5	Thunder Wave	Electric	Status		100	20	Normal	
11	Twister	Dragon	Special	40	100	20	Enemy2	
15	Dragon Rage	Dragon	Special		100	10	Normal	
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status			30	Self	
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status			25	Ally2	
53	Dragon Dance	Dragon	Status			20	Self	
61	Outrage	Dragon	Physical	120	100	15	Random1	○
67	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.





DRAGONITE 149

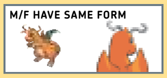


DRAGON / FLYING

WEIGHT: 463.0 lbs.
GENDER: Male / Female
ABILITY: Inner Focus
ITEMS: None

HEIGHT: 7'03"

M/F HAVE SAME FORM

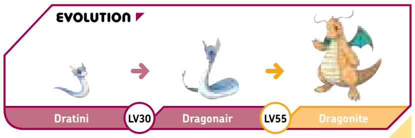


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to make its home somewhere in the sea. It guides crews of shipwrecks to shore.

PEARL It is said to make its home somewhere in the sea. It guides crews of shipwrecks to shore.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Dragonair level up to Lv 55.
PEARL Make Dragonair level up to Lv 55.
GBA Evolve Dragonair in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Roost	Flying	Status			10	Self	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Thunder Wave	Electric	Status		100	20	Normal	
Basic	Twister	Dragon	Special	40	100	20	Enemy2	
5	Thunder Wave	Electric	Status		100	20	Normal	
11	Twister	Dragon	Special	40	100	20	Enemy2	
15	Dragon Rage	Dragon	Special		100	10	Normal	
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	psychic	Status			30	Self	
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status			25	Ally2	
53	Dragon Dance	Dragon	Status			20	Self	
	Wing Attack	Flying	Physical	60	100	35	Normal	○
61	Outrage	Dragon	Physical	120	100	15	Random1	○
67	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

MEWTWO 150



PSYCHIC

WEIGHT: 269.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 6'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon created by recombining Mew's genes. It's said to have the most savage heart among Pokémon.

PEARL A Pokémon created by recombining Mew's genes. It's said to have the most savage heart among Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Disable	Normal	Status		80	20	Normal	
8	Barrier	Psychic	Status			30	Self	
15	Swift	Normal	Special	60		20	Enemy2	
22	Future Sight	Psychic	Special	80	90	15	Normal	
29	Psych Up	Normal	Status			10	Normal	
36	Miracle Eye	Psychic	Status			40	Normal	
43	Mist	Ice	Status			30	Ally2	
50	Psycho Cut	Psychic	Physical	70	100	20	Normal	
57	Amnesia	Psychic	Status			20	Self	
64	Power Swap	Psychic	Status			10	Normal	
64	Guard Swap	Psychic	Status			10	Normal	
71	Psychic	Psychic	Special	90	100	10	Normal	
79	Me First	Normal	Status			20	DoM	
86	Recover	Normal	Status			10	Self	
93	Safeguard	Normal	Status			25	Ally2	
100	Aura Sphere	Fighting	Special	90		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



MEW 151

PSYCHIC

WEIGHT: 8.8 lbs.
GENDER: Unknown
ABILITY: Synchronize
ITEMS: None

HEIGHT: 1'04"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Because it can use all kinds of moves, many scientists believe Mew to be the ancestor of Pokémon.

PEARL Because it can use all kinds of moves, many scientists believe Mew to be the ancestor of Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you get it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch this Pokémon.

EGG GROUP | EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Transform	Normal	Status			10	Normal	
10	Mega Punch	Normal	Physical	80	85	20	Normal	○
20	Metronome	Normal	Status			10	DoM	
30	Psychic	Psychic	Special	90	100	10	Normal	
40	Barrier	Psychic	Status			30	Self	
50	AncientPower	Rock	Special	60	100	5	Normal	
60	Amnesia	Psychic	Status			20	Self	
70	Me First	Normal	Status			20	DoM	
80	Baton Pass	Normal	Status			40	Self	
90	Nasty Plot	Dark	Status			20	Self	
100	Aura Sphere	Fighting	Special	90		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

MEW CAN LEARN AND USE ALL TMS AND HMS.

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



CHIKORITA 152

GRASS

WEIGHT: 14.1 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM

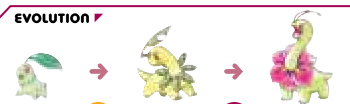


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses the leaf on its head to determine the temperature and humidity. It loves to sunbathe.

PEARL It uses the leaf on its head to determine the temperature and humidity. It loves to sunbathe.

EVOLUTION



Chikorita → LV16 → Bayleaf → LV32 → Meganium

MAIN METHODS TO OBTAIN

GBA After you get it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
6	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
9	PoisonPowder	Poison	Status		75	35	Normal	
12	Synthesis	Grass	Status			5	Self	
17	Reflect	Psychic	Status			20	Ally2	
20	Magical Leaf	Grass	Special	60		20	Normal	
23	Natural Gift	Normal	Physical		100	15	Normal	
28	Sweet Scent	Normal	Status		100	20	Enemy2	
31	Light Screen	Psychic	Status			30	Ally2	
34	Body Slam	Normal	Physical	85	100	15	Normal	○
39	Safeguard	Normal	Status			25	Ally2	
42	Aromatherapy	Grass	Status			5	All Allies	
45	SolarBeam	Grass	Special	120	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Vine Whip	Grass	Physical	35	100	15	Normal	○
Leech Seed	Grass	Status		90	10	Normal	
Counter	Fighting	Physical		100	20	Self	○
AncientPower	Rock	Special	60	100	5	Normal	
Flail	Normal	Physical		100	15	Normal	○
Nature Power	Normal	Status			20	DoM	
Ingrain	Grass	Status			20	Self	
GrassWhistle	Grass	Status		55	15	Normal	
Leaf Storm	Grass	Special	140	90	5	Normal	
Aromatherapy	Grass	Status			5	All Allies	
Wring Out	Normal	Special		100	5	Normal	○



BAYLEEF 153



GRASS

WEIGHT: 34.8 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 3'11"

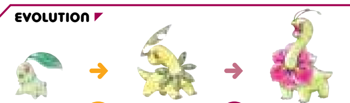
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The buds that ring its neck give off a spicy aroma that perks people up.

PEARL The buds that ring its neck give off a spicy aroma that perks people up.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Chikorita in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Basic	PoisonPowder	Poison	Status		75	35	Normal	
6	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
9	PoisonPowder	Poison	Status		75	35	Normal	
12	Synthesis	Grass	Status			5	Self	
18	Reflect	Psychic	Status			20	Enemy2	
22	Magical Leaf	Grass	Special	60		20	Normal	
26	Natural Gift	Normal	Physical		100	15	Normal	
32	Sweet Scent	Normal	Status		100	20	Enemy2	
36	Light Screen	Psychic	Status			30	Ally2	
40	Body Slam	Normal	Physical	85	100	15	Normal	○
46	Safeguard	Normal	Status			25	Ally2	
50	Aromatherapy	Grass	Status			5	All Allies	
54	SolarBeam	Grass	Special	120	100	10	Normal	

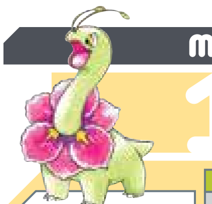
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MEGANIUM 154



GRASS

WEIGHT: 221.6 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 5'11"

MALE FORM

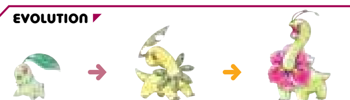
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its breath has the fantastic ability to revive dead plants and flowers.

PEARL Its breath has the fantastic ability to revive dead plants and flowers.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Bayleef in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Basic	PoisonPowder	Poison	Status		75	35	Normal	
6	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
9	PoisonPowder	Poison	Status		75	35	Normal	
12	Synthesis	Grass	Status			5	Self	
18	Reflect	Psychic	Status			20	Ally2	
22	Magical Leaf	Grass	Special	60		20	Normal	
26	Natural Gift	Normal	Physical		100	15	Normal	
32	Petal Dance	Grass	Special	90	100	20	Random1	○
34	Sweet Scent	Normal	Status		100	20	Enemy2	
40	Light Screen	Psychic	Status			30	Ally2	
46	Body Slam	Normal	Physical	85	100	15	Normal	○
54	Safeguard	Normal	Status			25	Ally2	
60	Aromatherapy	Grass	Status			5	All Allies	
66	SolarBeam	Grass	Special	120	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Frenzy Plant	Grass	Special	150	90	5	Normal	

CYNDAQUIL 155



FIRE

WEIGHT: **17.4 lbs.**
GENDER: **Male / Female**
ABILITY: **Blaze**
ITEMS: **None**

HEIGHT: **1'08"**



M/F HAVE SAME FORM

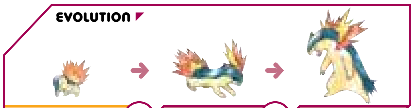


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a timid nature. If it is startled, the flames on its back burn more vigorously.

PEARL It has a timid nature. If it is startled, the flames on its back burn more vigorously.

EVOLUTION



Cyndaquil → LV14 → Quilava → LV36 → Typhlosion

MAIN METHODS TO OBTAIN

GBA After you get it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
4	SmokeScreen	Normal	Status		100	20	Normal	
10	Ember	Fire	Special	40	100	25	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
22	Defense Curl	Normal	Status			40	Self	
28	Swift	Normal	Special	60		20	Enemy2	
31	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
37	Flamethrower	Fire	Special	95	100	15	Normal	
40	Rollout	Rock	Physical	30	90	20	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Eruption	Fire	Special	150	100	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Reversal	Fighting	Physical		100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Foresight	Normal	Status			40	Normal	
Covet	Normal	Physical	40	100	40	Normal	○
Howl	Normal	Status			40	Self	
Crush Claw	Normal	Physical	75	95	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○

QUILAVA 156



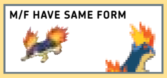
FIRE

WEIGHT: **41.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Blaze**
ITEMS: **None**

HEIGHT: **2'11"**



M/F HAVE SAME FORM

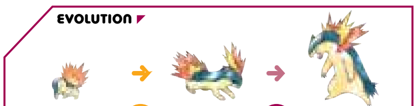


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It intimidates foes with the heat of its flames. The fire burns more strongly when it readies to fight.

PEARL It intimidates foes with the heat of its flames. The fire burns more strongly when it readies to fight.

EVOLUTION



Cyndaquil → LV14 → Quilava → LV36 → Typhlosion

MAIN METHODS TO OBTAIN

GBA Evolve Cyndaquil in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

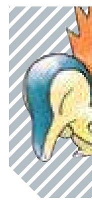
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
4	SmokeScreen	Normal	Status		100	20	Normal	
10	Ember	Fire	Special	40	100	25	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status			40	Self	
31	Swift	Normal	Special	60		20	Enemy2	
35	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
42	Flamethrower	Fire	Special	95	100	15	Normal	
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○





TYPHLOSION 157



FIRE

WEIGHT: 175.3 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It attacks using blasts of fire. It creates heat shimmers with intense fire to hide itself.

PEARL It attacks using blasts of fire. It creates heat shimmers with intense fire to hide itself.

EVOLUTION



Cyndaquil → LV14 → Quilava → LV36 → Typhlosion

MAIN METHODS TO OBTAIN

GBA Evolve Quilava in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Gyro Ball	Steel	Physical		100	5	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
Basic	Ember	Fire	Special	40	100	25	Normal	
4	SmokeScreen	Normal	Status		100	20	Normal	
10	Ember	Fire	Special	40	100	25	Normal	
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status			40	Self	
31	Swift	Normal	Special	60		20	Enemy2	
35	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
42	Flamethrower	Fire	Special	95	100	15	Normal	
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy1/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Blast Burn	Fire	Special	150	90	5	Normal	

TOTODILE 158



WATER

WEIGHT: 20.9 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

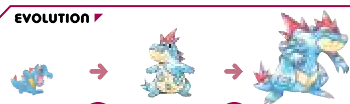


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the habit of biting anything with its developed jaws. Even its Trainer needs to be careful.

PEARL It has the habit of biting anything with its developed jaws. Even its Trainer needs to be careful.

EVOLUTION



Totodile → LV18 → Croconaw → LV30 → Feraligatr

MAIN METHODS TO OBTAIN

GBA After you get it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Water Gun	Water	Special	40	100	25	Normal	
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status		90	10	Normal	
20	Ice Fang	Ice	Physical	65	95	15	Normal	○
22	Thrash	Normal	Physical	90	100	20	Random1	○
27	Crunch	Dark	Physical	80	100	15	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
34	Screech	Normal	Status		85	40	Normal	
36	Aqua Tail	Water	Physical	90	90	10	Normal	○
41	Super Power	Fighting	Physical	120	100	5	Normal	○
43	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Hydro Pump	Water	Special	120	80	5	Normal	
AncientPower	Rock	Special	60	100	5	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Mud Sport	Ground	Status			15	All	
Water Sport	Water	Status			15	All	
Dragon Claw	Dragon	Physical	80	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Dragon Dance	Dragon	Status			20	Self	



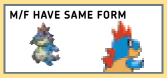
CROCONAW 159

WATER

WEIGHT: 55.1 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

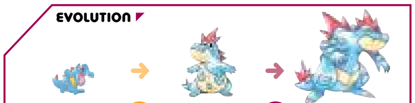


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Once it bites down, it won't let go until it loses its fangs. New fangs quickly grow into place.

PEARL Once it bites down, it won't let go until it loses its fangs. New fangs quickly grow into place.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Totodile in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
6	Water Gun	Water	Special	40	100	25	Normal	
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status		90	10	Normal	
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Thrash	Normal	Physical	90	100	20	Random1	○
30	Crunch	Dark	Physical	80	100	15	Normal	○
33	Slash	Normal	Physical	70	100	20	Normal	○
39	Screech	Normal	Status		85	40	Normal	
42	Aqua Tail	Water	Physical	90	90	10	Normal	○
48	Super Power	Fighting	Physical	120	100	5	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



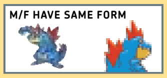
FERALIGATR 160

WATER

WEIGHT: 195.8 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 7'07"

M/F HAVE SAME FORM

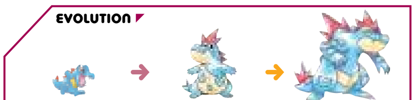


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It usually moves slowly, but it goes at blinding speed when it attacks and bites prey.

PEARL It usually moves slowly, but it goes at blinding speed when it attacks and bites prey.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Croconaw in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP	MONSTER	WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Rage	Normal	Physical	20	100	20	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status		90	10	Normal	
21	Ice Fang	Ice	Physical	65	95	15	Normal	○
24	Thrash	Normal	Physical	90	100	20	Random1	○
30	Agility	Psychic	Status			30	Self	
32	Crunch	Dark	Physical	80	100	15	Normal	○
37	Slash	Normal	Physical	70	100	20	Normal	○
45	Screech	Normal	Status		85	40	Normal	
50	Aqua Tail	Water	Physical	90	90	10	Normal	○
58	Super Power	Fighting	Physical	120	100	5	Normal	○
63	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

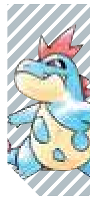
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Cannon	Water	Special	150	90	5	Normal	





SENTRET 161

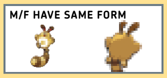


NORMAL

WEIGHT: 13.2 lbs.
GENDER: Male / Female
ABILITY: Run Away, Keen Eye
ITEMS: Oran Berry

HEIGHT: 2'07"

M/F HAVE SAME FORM

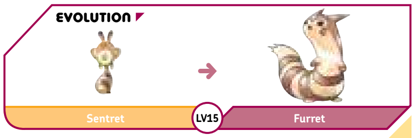


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a very nervous nature. It stands up high on its tail so it can scan wide areas.

PEARL It has a very nervous nature. It stands up high on its tail so it can scan wide areas.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 202 (Use Poké Radar)
PEARL Route 202 (Use Poké Radar)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
4	Defense Curl	Normal	Status			40	Self	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
16	Helping Hand	Normal	Status			20	Ally1	
19	Follow Me	Normal	Status			20	Self	
25	Slam	Normal	Physical	80	75	20	Normal	○
28	Rest	Psychic	Status			10	Self	
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Amnesia	Psychic	Status			20	Self	
39	Baton Pass	Normal	Status			40	Self	
42	Me First	Normal	Status			20	DoM	
47	Hyper Voice	Normal	Special	90	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Double-Edge	Normal	Physical	120	100	15	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Focus Energy	Normal	Status			30	Self	
Reversal	Fighting	Physical		100	15	Normal	○
Substitute	Normal	Status			10	Self	
Trick	Psychic	Status		100	10	Normal	
Assist	Normal	Status			20	DoM	
Last Resort	Normal	Physical	130	100	5	Normal	○
Charm	Normal	Status		100	20	Normal	
Covet	Normal	Physical	40	100	40	Normal	○

FURRET 162



NORMAL

WEIGHT: 71.6 lbs.
GENDER: Male / Female
ABILITY: Run Away, Keen Eye
ITEMS: None

HEIGHT: 5'11"

M/F HAVE SAME FORM

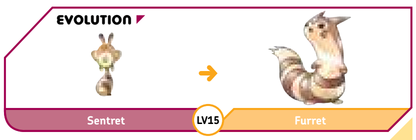


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The mother puts its offspring to sleep by curling up around them. It corners foes with speed.

PEARL The mother puts its offspring to sleep by curling up around them. It corners foes with speed.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Sentret level up to Lv15.
PEARL Make Sentret level up to Lv15.
GBA Evolve Sentret in FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
4	Defense Curl	Normal	Status			40	Self	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Helping Hand	Normal	Status			20	Ally1	
21	Follow Me	Normal	Status			20	Self	
28	Slam	Normal	Physical	80	75	20	Normal	○
32	Rest	Psychic	Status			10	Self	
36	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Amnesia	Psychic	Status			20	Self	
46	Baton Pass	Normal	Status			40	Self	
50	Me First	Normal	Status			20	DoM	
56	Hyper Voice	Normal	Special	90	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



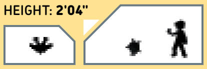
HOOTHOOT

163

NORMAL
FLYING

WEIGHT: 46.7 lbs.
GENDER: Male / Female
ABILITY: Insomnia, Keen Eye
ITEMS: None

HEIGHT: 2'04"



M/F HAVE SAME FORM

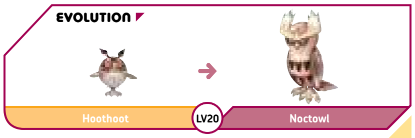


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It always stands on one foot. Even when attacked, it does not brace itself using both feet.

PEARL It switches its standing foot so quickly, it can't be seen. It cries at the same time every day.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 210, Route 211, Great Pastoria Marsh

PEARL Route 210, Route 212, Great Pastoria Marsh

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Foresight	Normal	Status			40	Normal	
9	Hypnosis	Psychic	Status		70	20	Normal	
13	Peck	Flying	Physical	35	100	35	Normal	○
17	Reflect	Psychic	Status			20	Ally2	
21	Confusion	Psychic	Special	50	100	25	Normal	
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Air Slash	Flying	Special	75	95	20	Normal	
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Extrasensory	Psychic	Special	80	100	30	Normal	
41	Psycho Shift	Psychic	Status		90	10	Normal	
45	Roost	Flying	Status			10	Self	
49	Dream Eater	Psychic	Special	100	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM67	Recycle	Normal	Status			10	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	

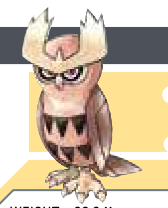
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mirror Move	Flying	Status			20	DoM	
Supersonic	Normal	Status		55	20	Normal	
Faint Attack	Dark	Physical	60		20	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Whirlwind	Normal	Status		100	20	Normal	
Sky Attack	Flying	Physical	140	90	5	Normal	
FeatherDance	Flying	Status		100	15	Normal	
Agility	Psychic	Status			30	Self	
Night Shade	Ghost	Special		100	15	Normal	





NOCTOWL

164

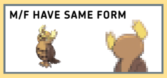
NORMAL
FLYING

WEIGHT: 89.9 lbs.
GENDER: Male / Female
ABILITY: Insomnia, Keen Eye
ITEMS: None

HEIGHT: 5'03"



M/F HAVE SAME FORM

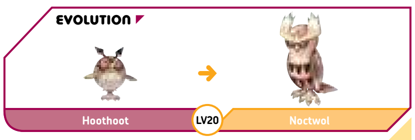


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its eyes are special. They can pick out objects as long as there is the tiniest amount of light.

PEARL If it flips its head upside down, it's a sign that it is engaged in very complex thinking.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 210, Route 211, Lake Acuity, Acuity Lakefront, Lake Valor, Mt. Coronet (top), Great Marsh (Areas 1 and 2)

PEARL Route 210, Route 211, Lake Acuity, Acuity Lakefront, Lake Valor, Mt. Coronet (top), Great Marsh (Areas 1 and 2)

GBA Evolve Hoothoot in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

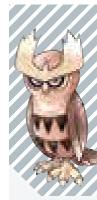
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sky Attack	Flying	Physical	140	90	5	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Foresight	Normal	Status			40	Normal	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
5	Foresight	Normal	Status			40	Normal	
9	Hypnosis	Psychic	Status		70	20	Normal	
13	Peck	Flying	Physical	35	100	35	Normal	○
17	Reflect	Psychic	Status			20	Ally2	
22	Confusion	Psychic	Special	50	100	25	Normal	
27	Take Down	Normal	Physical	90	85	20	Normal	○
32	Air Slash	Flying	Special	75	95	20	Normal	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
42	Extrasensory	Psychic	Special	80	100	30	Normal	
47	Psycho Shift	Psychic	Status		90	10	Normal	
52	Roost	Flying	Status			10	Self	
57	Dream Eater	Psychic	Special	100	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM67	Recycle	Normal	Physical	150	90	5	Normal	○
TM68	Giga Impact	Normal	Status			10	Self	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

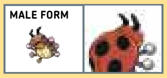


LEDYBA 165



BUG
FLYING

WEIGHT: 23.8 lbs.
GENDER: Male / Female
ABILITY: Swarm, Early
HEIGHT: 3'03"

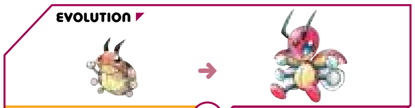
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is so timid, it can't move if it isn't with a swarm of others. It conveys its feelings with scent.

PEARL It is so timid, it can't move if it isn't with a swarm of others. It conveys its feelings with scent.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.
PEARL Discover its egg.
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
6	Supersonic	Normal	Status		55	20	Normal	
9	Comet Punch	Normal	Physical	18	85	15	Normal	○
14	Light Screen	Psychic	Status			30	Ally2	
14	Reflect	Psychic	Status			20	Ally2	
14	Safeguard	Normal	Status			25	Ally2	
17	Mach Punch	Fighting	Physical	40	100	30	Normal	○
22	Baton Pass	Normal	Status			40	Self	
25	Silver Wind	Bug	Special	60	100	5	Normal	
30	Agility	Psychic	Status			30	Self	
33	Swift	Normal	Special	60		20	Enemy2	
38	Double-Edge	Normal	Physical	120	100	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	

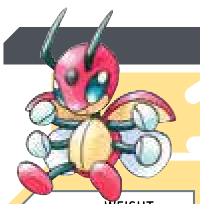
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

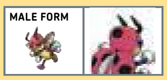
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Psybeam	Psychic	Special	65	100	20	Normal	
Bide	Normal	Physical			10	Self	○
Silver Wind	Bug	Special	60	100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	
Screech	Normal	Status		85	40	Normal	
Encore	Normal	Status		100	5	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○

LEDIAN 166



BUG
FLYING

WEIGHT: 78.5 lbs.
GENDER: Male / Female
ABILITY: Swarm, Early
HEIGHT: 4'07"

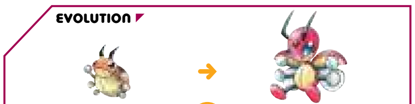
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses starlight as energy. When more stars appear at night, the patterns on its back grow larger.

PEARL It uses starlight as energy. When more stars appear at night, the patterns on its back grow larger.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 229
PEARL Route 229
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Comet Punch	Normal	Physical	18	85	15	Normal	○
6	Supersonic	Normal	Status		55	20	Normal	
9	Comet Punch	Normal	Physical	18	85	15	Normal	○
14	Light Screen	Psychic	Status			30	Ally2	
14	Reflect	Psychic	Status			20	Ally2	
14	Safeguard	Normal	Status			25	Ally2	
17	Mach Punch	Fighting	Physical	40	100	30	Normal	○
24	Baton Pass	Normal	Status			40	Self	
29	Silver Wind	Bug	Special	60	100	5	Normal	
36	Agility	Psychic	Status			30	Self	
41	Swift	Normal	Special	60		20	Enemy2	
48	Double-Edge	Normal	Physical	120	100	15	Normal	○
53	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SPINARAK 167

BUG
POISON

WEIGHT: 18.7 lbs.
GENDER: Male / Female
ABILITY: Swarm,
HEIGHT: 1'08"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sets a trap by spinning a web with thin but strong silk. It waits motionlessly for prey to arrive.

PEARL It sets a trap by spinning a web with thin but strong silk. It waits motionlessly for prey to arrive.

EVOLUTION

Spinarak → LV22 → Ariados

MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.
PEARL Discover its egg.
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	String Shot	Bug	Status		95	40	Enemy2	
5	Scary Face	Normal	Status		90	10	Normal	
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special		100	15	Normal	
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
22	Fury Swipes	Normal	Physical	18	80	15	Normal	○
26	Sucker Punch	Dark	Physical	80	100	5	Normal	○
29	Spider Web	Bug	Status			10	Normal	
33	Agility	Psychic	Status			30	Self	
36	Pin Missile	Bug	Physical	14	85	20	Normal	
40	Psychic	Psychic	Special	90	100	10	Normal	
43	Poison Jab	Poison	Physical	80	100	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Psybeam	Psychic	Special	65	100	20	Normal	
Disable	Normal	Status		80	20	Normal	
SonicBoom	Normal	Special		90	20	Normal	
Baton Pass	Normal	Status			40	Self	
Pursuit	Dark	Physical	40	100	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	
Toxic Spikes	Poison	Status			20	Enemy2	
Poison Jab	Poison	Physical	80	100	20	Normal	○

ARIADOS 168

BUG
POISON

WEIGHT: 73.9 lbs.
GENDER: Male / Female
ABILITY: Swarm,
HEIGHT: 3'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It attaches silk to its prey and sets it free. Later, it tracks the silk to the prey and its friends.

PEARL It attaches silk to its prey and sets it free. Later, it tracks the silk to the prey and its friends.

EVOLUTION

Spinarak → LV22 → Ariados

MAIN METHODS TO OBTAIN

DIAMOND Route 229
PEARL Route 229
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bug Bite	Bug	Physical	60	100	20	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	String Shot	Bug	Status		95	40	Enemy2	
Basic	Scary Face	Normal	Status		90	10	Normal	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
5	Scary Face	Normal	Status		90	10	Normal	
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Leech Life	Bug	Physical	20	100	15	Normal	○
15	Night Shade	Ghost	Special		100	15	Normal	
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Fury Swipes	Normal	Physical	18	80	15	Normal	○
28	Sucker Punch	Dark	Physical	80	100	5	Normal	○
32	Spider Web	Bug	Status			10	Normal	
37	Agility	Psychic	Status			30	Self	
41	Pin Missile	Bug	Physical	14	85	20	Normal	
46	Psychic	Psychic	Special	90	100	10	Normal	
50	Poison Jab	Poison	Physical	80	100	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

SINNOH POKéDEX

CROBAT 169



POISON FLYING

WEIGHT: 165.3 lbs.
GENDER: Male / Female
ABILITY: Inner Focus
HEIGHT: 5'11"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Having four wings enables it to fly faster and more quietly. It turns active when the night comes.

PEARL A Pokémon that gained vastly enhanced flying performance by having its legs turn into wings.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Golbat evolve on a high Friendship level.
PEARL Make Golbat evolve on a high Friendship level.
GBA Evolve Golbat in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Cross Poison	Poison	Physical	70	100	20	Normal	○
Basic	Screech	Normal	Status		85	40	Normal	
Basic	Leech Life	Bug	Physical	20	100	15	Normal	○
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status		100	10	Normal	
27	Air Cutter	Flying	Special	55	95	25	Enemy2	
33	Mean Look	Normal	Status			5	Normal	
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status			30	All	
51	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

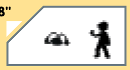


CHINCHOU 170



WATER ELECTRIC

WEIGHT: 26.5 lbs.
GENDER: Male / Female
ABILITY: Volt Absorb,
HEIGHT: 1'08"



M/F HAVE SAME FORM

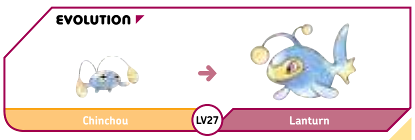


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It discharges positive and negative electricity from its antenna tips to shock its foes.

PEARL It discharges positive and negative electricity from its antenna tips to shock its foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 220 (Super Rod)
PEARL Route 220 (Super Rod)
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Supersonic	Normal	Status		55	20	Normal	
6	Thunder Wave	Electric	Status		100	20	Normal	
9	Flail	Normal	Physical		100	15	Normal	○
12	Water Gun	Water	Special	40	100	25	Normal	
17	Confuse Ray	Ghost	Status		100	10	Normal	
20	Spark	Electric	Physical	65	100	20	Normal	○
23	Take Down	Normal	Physical	90	85	20	Normal	○
28	BubbleBeam	Water	Special	65	100	20	Normal	
31	Signal Beam	Bug	Special	75	100	15	Normal	
34	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
39	Aqua Ring	Water	Status			20	Self	
42	Hydro Pump	Water	Special	120	80	5	Normal	
45	Charge	Electric	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Screech	Normal	Status		85	40	Normal	
Amnesia	Psychic	Status			20	Self	
Psybeam	Psychic	Special	65	100	20	Normal	
Whirlpool	Water	Special	15	70	15	Normal	
Agility	Psychic	Status			30	Self	
Mist	Ice	Status			30	Ally2	



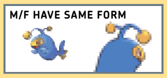
LANTURN 171



WATER
ELECTRIC

WEIGHT: 49.6 lbs.
GENDER: Male / Female
ABILITY: Volt Absorb,
HEIGHT: 3'11"

M/F HAVE SAME FORM

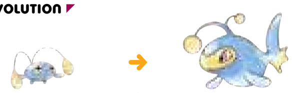


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Lanturn's light can shine up from great depths. It is nicknamed The Deep-Sea Star.

PEARL Lanturn's light can shine up from great depths. It is nicknamed The Deep-Sea Star.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 220 (Super Rod)
PEARL Route 220 (Super Rod)
GBA After you catch it in either FireRed, LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	Thunder Wave	Electric	Status		100	20	Normal	
6	Thunder Wave	Electric	Status		100	20	Normal	
9	Flail	Normal	Physical		100	15	Normal	○
12	Water Gun	Water	Special	40	100	25	Normal	
17	Confuse Ray	Ghost	Status		100	10	Normal	
20	Spark	Electric	Physical	65	100	20	Normal	○
23	Take Down	Normal	Physical	90	85	20	Normal	○
27	Stockpile	Normal	Status			20	Self	
27	Swallow	Normal	Status			10	Self	
27	Spit Up	Normal	Special		100	10	Normal	
30	BubbleBeam	Water	Special	65	100	20	Normal	
35	Signal Beam	Bug	Special	75	100	15	Normal	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
47	Aqua Ring	Water	Status			20	Self	
52	Hydro Pump	Water	Special	120	80	5	Normal	
57	Charge	Electric	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

PICHU 172



ELECTRIC

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Static
ITEMS:
HEIGHT: 1'00"

M/F HAVE SAME FORM

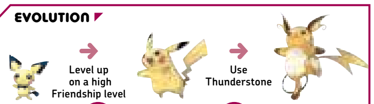


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The electric pouches on its cheeks are still small. They cannot store much electricity yet.

PEARL It plays with others by touching tails and setting off sparks. This appears to be a test of courage.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion
PEARL Trophy Garden in Pokémon Mansion
GBA After you discover its egg in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP | EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Charm	Normal	Status		100	20	Normal	
5	Tail Whip	Normal	Status		100	30	Enemy2	
10	Thunder Wave	Electric	Status		100	20	Normal	
13	Sweet Kiss	Normal	Status		75	10	Normal	
18	Nasty Plot	Dark	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

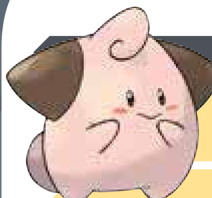
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Reversal	Fighting	Physical		100	15	Normal	○
Bide	Normal	Physical			10	Self	○
Present	Normal	Physical		90	15	Normal	
Encore	Normal	Status		100	5	Normal	○
DoubleSlap	Normal	Physical	15	85	10	Normal	
Wish	Normal	Status			10	Self	
Charge	Electric	Status			20	Self	
Fake Out	Normal	Physical	40	100	10	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Tickle	Normal	Status		100	20	Normal	
Volt Tackle*	Electric	Physical	120	100	15	Normal	○

*In order to teach Volt Tackle to Pichu, you'd need to equip one of the parent Pokémon with Light Ball when dropping them off at a Day Care. Light Ball is held by wild Pikachu sometimes.



CLEFFA

173



NORMAL

WEIGHT: 6.6 lbs.
GENDER: Male / Female
ABILITY: Cute Charm,
HEIGHT: 1'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its silhouette is like a star. It is believed to arrive riding on shooting stars.

PEARL Many appear when the night skies are filled with shooting stars. They disappear with sunrise.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (1st visit), 1FL (1), Trophy Garden in Pokémon Mansion (After obtaining National Pokédex, go speak to the mansion owner).

PEARL Mt. Coronet (1st visit), 1FL (1), Trophy Garden in Pokémon Mansion (After obtaining National Pokédex, go speak to the mansion owner).

GBA After you discover its egg in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Charm	Normal	Status		100	20	Normal	
4	Encore	Normal	Status		100	5	Normal	
7	Sing	Normal	Status		55	15	Normal	
10	Sweet Kiss	Normal	Status		75	10	Normal	
13	Copycat	Normal	Status			20	DoM	
16	Magical Leaf	Grass	Special	60		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Present	Normal	Physical		90	15	Normal	
Metronome	Normal	Status			10	DoM	
Amnesia	Psychic	Status			20	Self	
Belly Drum	Normal	Status			10	Self	
Splash	Normal	Status			40	Self	
Mimic	Normal	Status			10	Normal	
Wish	Normal	Status			10	Self	
Substitute	Normal	Status			10	Self	
Fake Tears	Dark	Status		100	20	Normal	
Covet	Normal	Physical	40	100	40	Normal	○

IGGLYBUFF

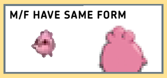
174



NORMAL

WEIGHT: 2.2 lbs.
GENDER: Male / Female
ABILITY: Cute Charm
HEIGHT: 1'00"

M/F HAVE SAME FORM

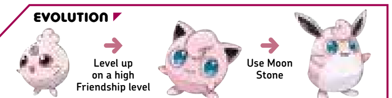


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a soft and bouncy body. Once it starts bouncing, it becomes impossible to stop.

PEARL It has a soft and bouncy body. Once it starts bouncing, it becomes impossible to stop.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you discover its egg in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sing	Normal	Status		55	15	Normal	
Basic	Charm	Normal	Status		100	20	Normal	
5	Defense Curl	Normal	Status			40	Self	
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Sweet Kiss	Normal	Status		75	10	Normal	
17	Copycat	Normal	Status			20	DoM	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Perish Song	Normal	Status			5	All	
Present	Normal	Physical		90	15	Normal	
Faint Attack	Dark	Physical	60		20	Normal	○
Wish	Normal	Status			10	Self	
Fake Tears	Dark	Status		100	20	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Gravity	Psychic	Status			5	All	



TOGEPI

175

NORMAL

WEIGHT: 3.3 lbs.
GENDER: Male / Female
ABILITY: Hustle, Serene
HEIGHT: 1'00"

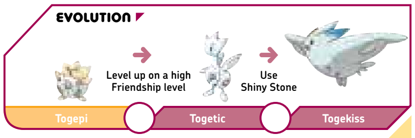
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its shell is said to be stuffed with happiness that it shares with kindhearted people.

PEARL Its shell is said to be stuffed with happiness that it shares with kindhearted people.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 230 (Use Poké Radar)
PEARL Route 230 (Use Poké Radar)
GBA After you get it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Charm	Normal	Status		100	20	Normal	
6	Metronome	Normal	Status			10	DoM	
10	Sweet Kiss	Normal	Status		75	10	Normal	
15	Yawn	Normal	Status			10	Normal	
19	Encore	Normal	Status		100	5	Normal	
24	Follow Me	Normal	Status			20	Self	
28	Wish	Normal	Status			10	Self	
33	AncientPower	Rock	Special	60	100	5	Normal	
37	Safeguard	Normal	Status			25	Ally2	
42	Baton Pass	Normal	Status			40	Self	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Present	Normal	Physical		90	15	Normal	
Mirror Move	Flying	Status			20	DoM	
Peck	Flying	Physical	35	100	35	Normal	○
Foresight	Normal	Status			40	Normal	
Future Sight	Psychic	Special	80	90	15	Normal	
Subsitute	Normal	Status			10	Self	
Psych Up	Normal	Status			10	Normal	
Nasty Plot	Dark	Status			20	Self	
Psycho Shift	Psychic	Status		90	10	Normal	
Lucky Charm	Normal	Status			30	Ally2	



TOGETIC

176

NORMAL
FLYING

WEIGHT: 7.1 lbs.
GENDER: Male / Female
ABILITY: Hustle, Serene
HEIGHT: 2'00"

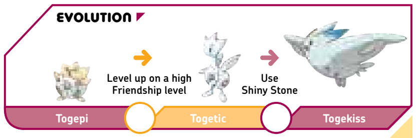
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to appear in front of kindly people to scatter a glowing down called Joy Dust.

PEARL It is said to appear in front of kindly people to scatter a glowing down called Joy Dust.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Togepi level up on a high Friendship Level.
PEARL Make Togepi level up on a high Friendship Level.
GBA Evolve Togepi in FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Magical Leaf	Grass	Special	60		20	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Charm	Normal	Status		100	20	Normal	
Basic	Metronome	Normal	Status			10	DoM	
Basic	Sweet Kiss	Normal	Status		75	10	Normal	
6	Metronome	Normal	Status			10	DoM	
10	Sweet Kiss	Normal	Status		75	10	Normal	
15	Yawn	Normal	Status			10	Normal	
19	Encore	Normal	Status		100	5	Normal	
24	Follow Me	Normal	Status			20	Self	
28	Wish	Normal	Status			10	Self	
33	AncientPower	Rock	Special	60	100	5	Normal	
37	Safeguard	Normal	Status			25	Ally2	
42	Baton Pass	Normal	Status			40	Self	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

NATU 177



PSYCHIC
FLYING

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Synchronize
HEIGHT: 0'08"

M/F HAVE SAME FORM

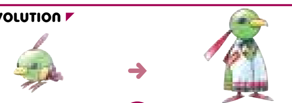


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It picks food from cactus plants, deftly avoiding buds and spines. It seems to skip about to move.

PEARL It picks food from cactus plants, deftly avoiding buds and spines. It seems to skip about to move.

EVOLUTION



Natu → LV25 → Xatu

MAIN METHODS TO OBTAIN

DIAMOND Route 224 (Mass outbreak)

PEARL Route 224 (Mass outbreak)

GBA After you get it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Night Shade	Ghost	Special		100	15	Normal	
9	Teleport	Psychic	Status			20	Self	
12	Lucky Chant	Normal	Status			30	Ally2	
17	Miracle Eye	Psychic	Status			40	Normal	
20	Me First	Normal	Status			20	DoM	
23	Confuse Ray	Ghost	Status		100	10	Normal	
28	Wish	Normal	Status			10	Self	
33	Psycho Shift	Psychic	Status		90	10	Normal	
36	Future Sight	Psychic	Special	80	90	15	Normal	
39	Ominous Wind	Ghost	Special	60	100	5	Normal	
44	Power Swap	Psychic	Status			10	Normal	
44	Guard Swap	Psychic	Status			10	Normal	
47	Psychic	Psychic	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	

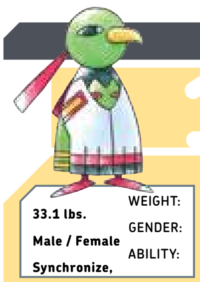
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Haze	Ice	Status			30	All	
Drill Peck	Flying	Physical	80	100	20	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Faint Attack	Dark	Physical	60		20	Normal	○
Steel Wing	Steel	Physical	70	90	25	Normal	○
Psych Up	Normal	Status			10	Normal	
FeatherDance	Flying	Status		100	15	Normal	
Refresh	Normal	Status			20	Self	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○

XATU 178



PSYCHIC
FLYING

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Synchronize
HEIGHT: 4'11"

MALE FORM
FEMALE FORM

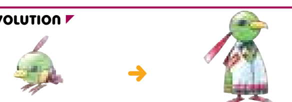


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND This odd Pokémon can see both the past and the future. It eyes the sun's movement all day.

PEARL This odd Pokémon can see both the past and the future. It eyes the sun's movement all day.

EVOLUTION



Natu → LV25 → Xatu

MAIN METHODS TO OBTAIN

DIAMOND Make Natu level up to Lv 25

PEARL Make Natu level up to Lv 25

GBA After you discover its egg in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Night Shade	Ghost	Special		100	15	Normal	
9	Teleport	Psychic	Status			20	Self	
12	Lucky Chant	Normal	Status			30	Ally2	
17	Miracle Eye	Psychic	Status			40	Normal	
20	Me First	Normal	Status			20	DoM	
23	Confuse Ray	Ghost	Status		100	10	Normal	
27	Tailwind	Flying	Status			30	Ally2	
30	Wish	Normal	Status			10	Self	
37	Psycho Shift	Psychic	Status		90	10	Normal	
42	Future Sight	Psychic	Special	80	90	15	Normal	
47	Ominous Wind	Ghost	Special	60	100	5	Normal	
54	Power Swap	Psychic	Status			10	Normal	
54	Guard Swap	Psychic	Status			10	Normal	
59	Psychic	Psychic	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	



MAREEP 179

ELECTRIC

WEIGHT: 17.2 lbs.
GENDER: Male / Female
ABILITY: Static

HEIGHT: 2'00"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its fluffy coat swells to double when static electricity builds up. Touching it can be shocking.

PEARL Its fluffy coat swells to double when static electricity builds up. Touching it can be shocking.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Valley Windworks (Use Poké Radar).
PEARL Valley Windworks (Use Poké Radar).
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status		100	40	Enemy2	
10	ThunderShock	Electric	Special	40	100	30	Normal	
14	Thunder Wave	Electric	Status		100	20	Normal	
19	Cotton Spore	Grass	Status		85	40	Normal	
23	Charge	Electric	Status			20	Self	
28	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
32	Signal Beam	Bug	Special	75	100	15	Normal	
37	Light Screen	Psychic	Status			30	Ally2	
41	Power Gem	Rock	Special	70	100	20	Normal	
45	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

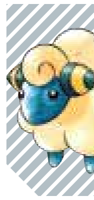
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status			25	Ally2	
Screech	Normal	Status		85	40	Normal	
Reflect	Psychic	Status			20	Ally2	
Odor Sleuth	Normal	Status			40	Normal	
Charge	Electric	Status			20	Self	
Flatter	Dark	Status		100	15	Normal	
Sand-Attack	Ground	Status		100	15	Normal	



FLAAFFY 180



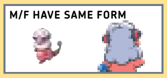
ELECTRIC

WEIGHT: 29.3 LBS.
GENDER: Male / Female
ABILITY: Static

HEIGHT: 2'07"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If its coat becomes fully charged with electricity, its tail lights up. It fires hair that zaps on impact.

PEARL If its coat becomes fully charged with electricity, its tail lights up. It fires hair that zaps on impact.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 222 (Use Poké Radar)
PEARL Route 222 (Use Poké Radar)
GBA Evolve Mareep in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
5	Growl	Normal	Status		100	40	Enemy2	
10	ThunderShock	Electric	Special	40	100	30	Normal	
14	Thunder Wave	Electric	Status		100	20	Normal	
20	Cotton Spore	Grass	Status		85	40	Normal	
25	Charge	Electric	Status			20	Self	
31	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
36	Signal Beam	Bug	Special	75	100	15	Normal	
42	Light Screen	Psychic	Status			30	Ally2	
47	Power Gem	Rock	Special	70	100	20	Normal	
53	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



AMPHAROS 181



ELECTRIC

WEIGHT: 135.6 lbs.

HEIGHT: 4'07"

GENDER: Male / Female

ABILITY: Static

M/F HAVE SAME FORM

- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND The tip of its tail shines brightly. In the olden days, people sent signals using the tail's light.

PEARL The tip of its tail shines brightly. In the olden days, people sent signals using the tail's light.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Flaaffy level up to Lv30.

PEARL Make Flaaffy level up to Lv30.

GBA Evolve Flaafy in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Thunder Wave	Electric	Status		100	20	Normal	
5	Growl	Normal	Status		100	40	Enemy2	
10	ThunderShock	Electric	Special	40	100	30	Normal	
14	Thunder Wave	Electric	Status		100	20	Normal	
20	Cotton Spore	Grass	Status		85	40	Normal	
25	Charge	Electric	Status			20	Self	
30	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
42	Signal Beam	Electric	Special	75	100	15	Normal	
51	Light Screen	Bug	Status			30	Ally2	
59	Power Gem	Rock	Special	70	100	20	Normal	
68	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

BELLOSSOM 182



GRASS

WEIGHT: 12.8 lbs.

HEIGHT: 1'04"

GENDER: Male / Female

ABILITY: Chlorophyll

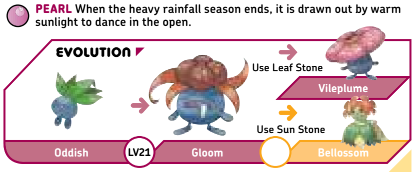
M/F HAVE SAME FORM

- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND When the heavy rainfall season ends, it is drawn out by warm sunlight to dance in the open.

PEARL When the heavy rainfall season ends, it is drawn out by warm sunlight to dance in the open.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Sun Stone on Gloom

PEARL Use Sun Stone on Gloom

GBA Evolve Gloom in either FireRed, Ruby, Sapphire or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mega Drain	Grass	Special	40	100	15	Normal	
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Stun Spore	Grass	Status		75	30	Normal	
Basic	Sunny Day	Fire	Status			5	All	
23	Magical Leaf	Grass	Special	60		20	Normal	
53	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Sword Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○



MARILL

183

WATER

WEIGHT: 18.7 lbs.

HEIGHT: 1'04"

GENDER: Male / Female

ABILITY: Thick Fat,

M/F HAVE SAME FORM

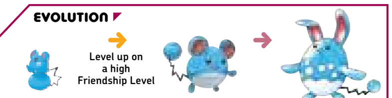


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Using its tail as a float, it dives underwater. It likes eating plants that grow on river bottoms.

PEARL The tip of its tail is filled with oil that is lighter than water, so it acts as a float.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh

PEARL Pastoria Great Marsh

GBA After you catch it in either LeafGreen, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
2	Defense Curl	Normal	Status			40	Self	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Water Gun	Water	Special	40	100	25	Normal	
15	Rollout	Rock	Physical	30	90	20	Normal	○
18	BubbleBeam	Water	Special	65	100	20	Normal	
23	Aqua Ring	Water	Status			20	Self	
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Rain Dance	Water	Status			5	All	
37	Aqua Tail	Water	Physical	90	90	10	Normal	○
42	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Light Screen	Psychic	Status			30	Ally2	
Present	Normal	Physical		90	15	Normal	
Amnesia	Psychic	Status			20	Self	
Future Sight	Psychic	Special	80	90	15	Normal	
Belly Drum	Normal	Status			10	Self	
Perish Song	Normal	Status			5	All	
Supersonic	Normal	Status		55	20	Normal	
Substitute	Normal	Status			10	Self	
Aqua Jet	Water	Physical	40	100	20	Normal	○
Super Power	Fighting	Physical	120	100	5	Normal	○
Refresh	Normal	Status			20	Self	



AZUMARILL

184

WATER

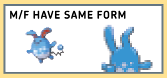
WEIGHT: 62.8 lbs.

HEIGHT: 2'07"

GENDER: Male / Female

ABILITY: Thick Fat,

M/F HAVE SAME FORM

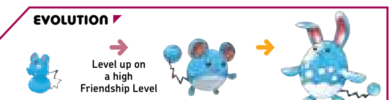


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in rivers and lakes. In water, its coloring and patterns trick the vision of foes.

PEARL Its long ears are superb sensors. It can distinguish the movements of living things on riverbeds.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Marill level up to Lv18.

PEARL Make Marill level up to Lv18.

GBA Evolve Marill in either LeafGreen, Ruby, Sapphire or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
2	Defense Curl	Normal	Status			40	Self	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Water Gun	Water	Special	40	100	25	Normal	
15	Rollout	Rock	Physical	30	90	20	Normal	○
20	BubbleBeam	Water	Special	65	100	20	Normal	
27	Aqua Ring	Water	Status			20	Self	
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
40	Rain Dance	Water	Status			5	All	
47	Aqua Tail	Water	Physical	90	90	10	Normal	○
54	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

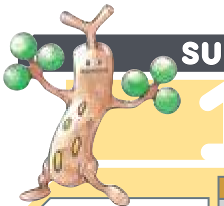
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○





SUDOWOODO 185



ROCK

WEIGHT: 83.8 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Rock
HEIGHT: 3'11"

MALE FORM 

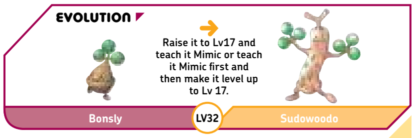
FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Despite appearing to be a tree, its body is closer to rocks and stones. It is very weak to water.

PEARL It stands along paths pretending to be a tree. If it starts raining, it seems to disappear.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 214, Route 221

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wood Hammer	Grass	Physical	120	100	15	Normal	○
Basic	Copycat	Normal	Status			20	DoM	
Basic	Flail	Normal	Physical		100	15	Normal	○
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
Basic	Rock Throw	Rock	Physical	50	90	15	Normal	
6	Flail	Normal	Physical		100	15	Normal	○
9	Low Kick	Fighting	Physical		100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	
17	Mimic	Normal	Status			10	Normal	
22	Block	Normal	Status			5	Normal	
25	Faint Attack	Dark	Physical	60		20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	
33	Rock Slide	Rock	Physical	75	90	10	Enemy2	
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

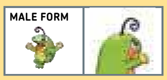
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status			30	Self	
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	

POLITOED 186



WATER

WEIGHT: 74.7 lbs.
GENDER: Male / Female
ABILITY: Water Absorb,
HEIGHT: 3'07"

MALE FORM 

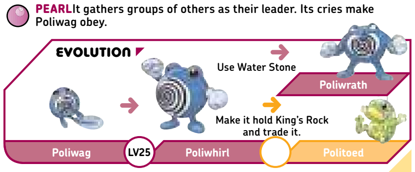
FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It gathers groups of others as their leader. Its cries make Poliwag obey.

PEARLIt gathers groups of others as their leader. Its cries make Poliwag obey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Poliwhirl hold King's Rock and trade it.

PEARL Make Poliwhirl hold King's Rock and trade it.

GBA Evolve Poliwhirl in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	BubbleBeam	Water	Special	65	100	20	Normal	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	DoubleSlap	Normal	Physical	15	85	10	Normal	○
Basic	Perish Song	Normal	Status			5	All	
43	Bounce	Flying	Physical	85	85	5	Normal	○
53	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



HOPPIP 187

GRASS / FLYING

WEIGHT: 1.1 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
HEIGHT: 1'04"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It drifts on winds. It is said that when Hoppip gather in fields and mountains, spring is on the way.

PEARL It drifts on winds. It is said that when Hoppip gather in fields and mountains, spring is on the way.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 205 on Floaroma Town side, Fuego Ironworks (Use Poké Radar)

PEARL Route 205 on Floaroma Town side, Fuego Ironworks (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
4	Synthesis	Grass	Status			5	Self	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status		75	35	Normal	
14	Stun Spore	Grass	Status		75	30	Normal	
16	Sleep Powder	Grass	Status		75	15	Normal	
18	Bullet Seed	Grass	Physical	10	100	30	Normal	
22	Leech Seed	Grass	Status		90	10	Normal	
25	Mega Drain	Grass	Special	40	100	15	Normal	
28	Cotton Spore	Grass	Status		85	40	Normal	
31	U-turn	Bug	Physical	70	100	20	Normal	○
34	Worry Seed	Grass	Status		100	10	Normal	
37	Giga Drain	Grass	Special	60	100	10	Normal	
40	Bounce	Flying	Physical	85	85	5	Normal	○
43	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

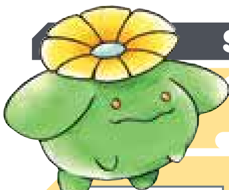
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Confusion	Psychic	Special	50	100	25	Normal	
Encore	Normal	Status		100	5	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Reflect	Psychic	Status			20	Ally2	
Amnesia	Psychic	Status			20	Self	
Helping Hand	Normal	Status			20	Ally1	
Psych Up	Normal	Status			10	Normal	
Aromatherapy	Grass	Status			5	All Allies	
Worry Seed	Grass	Status		100	10	Normal	



SKIPLOOM 188

GRASS / FLYING

WEIGHT: 2.2 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll,
HEIGHT: 2'00"

M/F HAVE SAME FORM

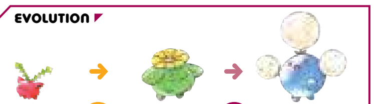


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It blooms when the weather warms. It floats in the sky to soak up as much sunlight as possible.

PEARL It blooms when the weather warms. It floats in the sky to soak up as much sunlight as possible.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Fuego Ironworks on Eterna City side (Use Poké Radar)

PEARL Fuego Ironworks on Eterna City side (Use Poké Radar)

GBA Evolve Hoppip in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Synthesis	Grass	Status			5	Self	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status			5	Self	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status		75	35	Normal	
14	Stun Spore	Grass	Status		75	30	Normal	
16	Sleep Powder	Grass	Status		75	15	Normal	
20	Bullet Seed	Grass	Physical	10	100	30	Normal	
24	Leech Seed	Grass	Status		90	10	Normal	
28	Mega Drain	Grass	Special	40	100	15	Normal	
32	Cotton Spore	Grass	Status		85	40	Normal	
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status		100	10	Normal	
44	Giga Drain	Grass	Special	60	100	10	Normal	
46	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status		100	10	Normal	

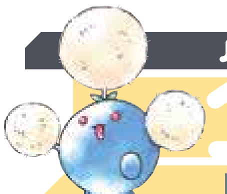
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

JUMPLUFF 189



GRASS / FLYING

WEIGHT: 6.6 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Leaf Guard
ITEMS: None

HEIGHT: 2'07"

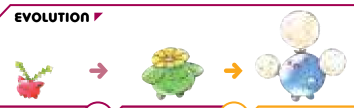
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Blown by seasonal winds, it circles the globe, scattering cotton spores as it goes.

PEARL Blown by seasonal winds, it circles the globe, scattering cotton spores as it goes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Skiploom level up to Lv27.
PEARL Make Skiploom level up to Lv27.
GBA Evolve Skiploom in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Synthesis	Grass	Status			5	Self	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status			5	Self	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status		75	35	Normal	
14	Stun Spore	Grass	Status		75	30	Normal	
16	Sleep Powder	Grass	Status		75	15	Normal	
20	Bullet Seed	Grass	Physical	10	100	30	Normal	
24	Leech Seed	Grass	Status		90	10	Normal	
28	Mega Drain	Grass	Special	40	100	15	Normal	
32	Cotton Spore	Grass	Status		85	40	Normal	
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status		100	10	Normal	
44	Giga Drain	Grass	Special	60	100	10	Normal	
46	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

AIPOM 190



NORMAL

WEIGHT: 25.4 lbs.
GENDER: Male / Female
ABILITY: Run Away, Pickup
ITEMS: None

HEIGHT: 2'07"

MALE FORM

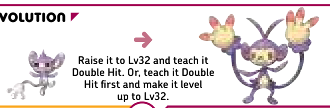
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses its tail to pluck fruits that are out of reach. Its tail is more adept than its real hands.

PEARL It lives atop giant trees. It wraps its tail around a branch so it won't fall off while asleep.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.
PEARL Put Honey on a Honey Tree.
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
4	Sand-Attack	Ground	Status		100	15	Normal	
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status			40	Self	
15	Tickle	Normal	Status		100	20	Normal	
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60		20	Enemy2	
25	Screech	Normal	Status		85	40	Normal	
29	Agility	Psychic	Status			30	Self	
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical		100	10	Normal	
39	Nasty Plot	Dark	Status			20	Self	
43	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Screech	Normal	Status		85	40	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○
Agility	Psychic	Status			30	Self	
Spite	Ghost	Status		100	10	Normal	
Slam	Normal	Physical	80	75	20	Normal	○
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○



SUNKERN

191

GRASS

WEIGHT: 4.0 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
Solar Power
ITEMS: Coba Berry

HEIGHT: 1'00"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

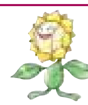
DIAMOND It suddenly falls out of the sky in the morning. A year after a cold summer, their population explodes.

PEARL It suddenly falls out of the sky in the morning. A year after a cold summer, their population explodes.

EVOLUTION



Use Sun Stone



Sunkern → Sunflora

MAIN METHODS TO OBTAIN

DIAMOND Route 204 on Floaroma Town side (Use Poké Radar)

PEARL Route 204 on Floaroma Town side (Use Poké Radar)

GBA After you catch in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Growth	Normal	Status			40	Self	
5	Mega Drain	Grass	Special	40	100	15	Normal	
9	Ingrain	Grass	Status			20	Self	
13	GrassWhistle	Grass	Status		55	15	Normal	
17	Leech Seed	Grass	Status		90	10	Normal	
21	Endeavor	Normal	Physical		100	5	Normal	○
25	Worry Seed	Grass	Status		100	10	Normal	
29	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
33	Synthesis	Grass	Status			5	Self	
37	Sunny Day	Fire	Status			5	All	
41	Giga Drain	Grass	Special	60	100	10	Normal	
45	Seed Bomb	Grass	Physical	80	100	15	Normal	

BATTLE MOVES

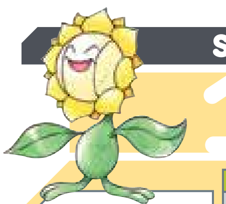
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
GrassWhistle	Grass	Status		55	15	Normal	
Encore	Normal	Status		100	5	Normal	
Leech Seed	Grass	Status		90	10	Normal	
Nature Power	Normal	Status			20	DoM	
Curse	???	Status			10	Normal/Self	
Helping Hand	Normal	Status			20	Ally1	
Ingrain	Grass	Status			20	Self	
Sweet Scent	Normal	Status		100	20	Enemy2	



SUNFLORA

192

GRASS

WEIGHT: 18.7 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Solar Power
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

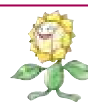
DIAMOND It gets energy from warm sunlight and is known for its habit of moving in pursuit of it.

PEARL It gets energy from warm sunlight and is known for its habit of moving in pursuit of it.

EVOLUTION



Use Sun Stone



Sunkern → Sunflora

MAIN METHODS TO OBTAIN

DIAMOND Use Sun Stone on Sunkern.

PEARL Use Sun Stone on Sunkern.

GBA Evolve Sunkern in Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Growth	Normal	Status			40	Self	
5	Mega Drain	Grass	Special	40	100	15	Normal	
9	Ingrain	Grass	Status			20	Self	
13	GrassWhistle	Grass	Status		55	15	Normal	
17	Leech Seed	Grass	Status		90	10	Normal	
21	Bullet Seed	Grass	Physical	10	100	30	Normal	
25	Worry Seed	Grass	Status		100	10	Normal	
29	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
33	Petal Dance	Grass	Special	90	100	20	Random1	○
37	Sunny Day	Fire	Status			5	All	
41	SolarBeam	Grass	Special	120	100	10	Normal	
43	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

YANMA 193



BUG FLYING

WEIGHT: 83.3 lbs.
GENDER: Male / Female
ABILITY: Speed Boost, Compoundeyes
ITEMS: Wide Lens

HEIGHT: 3'11"

M/F HAVE SAME FORM

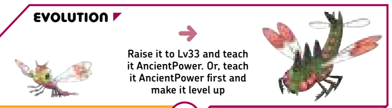


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its eyes can see 360 degrees without moving its head. It won't miss prey—even those behind it.

PEARL Its eyes can see 360 degrees without moving its head. It won't miss prey—even those behind it.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
6	Quick Attack	Normal	Physical	40	100	30	Normal	○
11	Double Team	Normal	Status			15	Self	
14	SonicBoom	Normal	Special		90	20	Normal	
17	Detect	Fighting	Status			5	Self	
22	Supersonic	Normal	Status		55	20	Normal	
27	Uproar	Normal	Special	50	100	10	Random1	
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	
38	Hypnosis	Psychic	Status		70	20	Normal	
43	Wing Attack	Flying	Physical	60	100	35	Normal	○
46	Screech	Normal	Status		85	40	Normal	
49	U-turn	Bug	Physical	70	100	20	Normal	○
54	Air Slash	Flying	Special	75	95	20	Normal	
57	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Whirlwind	Normal	Status		100	20	Normal	
Reversal	Fighting	Physical		100	15	Normal	○
Leech Life	Bug	Physical	20	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	
Silver Wind	Bug	Special	60	100	5	Normal	
Feint	Normal	Physical	50	100	10	Normal	
Faint Attack	Dark	Physical	60		20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○

WOOPER 194



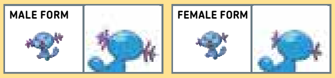
WATER GROUND

WEIGHT: 18.7 lbs.
GENDER: Male / Female
ABILITY: Damp, Water Absorb
ITEMS: None

HEIGHT: 1'04"

MALE FORM

FEMALE FORM

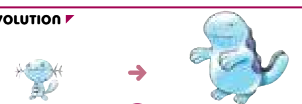


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in cold water, half burying itself in mud at the bottom to sleep.

PEARL When the temperature cools in the evening, they emerge from water to seek food along the shore.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 212, Pastoria Great Marsh

PEARL Route 212, Pastoria Great Marsh

GBA After you catch it in either FireRed or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1, FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
5	Mud Sport	Ground	Status			15	All	
9	Mud Shot	Ground	Special	55	95	15	Normal	
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	
23	Amnesia	Psychic	Status			20	Self	
29	Yawn	Normal	Status			10	Normal	
33	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
37	Rain Dance	Water	Status			5	All	
43	Mist	Ice	Status			30	Ally2	
43	Haze	Ice	Status			30	All	
47	Muddy Water	Water	Special	95	85	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Safeguard	Normal	Status			25	Ally2	
Curse	???	Status			10	Normal/Self	
Mud Sport	Ground	Status			15	All	
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special		100	10	Normal	
Counter	Fighting	Physical		100	20	Self	○
Encore	Normal	Status		100	5	Normal	
Double Kick	Fighting	Physical	30	100	30	Normal	○



QUAGSIRE

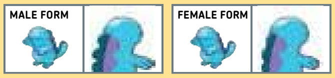
195

WATER
GROUND

WEIGHT: 165.3 lbs.
GENDER: Male / Female
ABILITY: Damp, Water Absorb
ITEMS: None

HEIGHT: 4'07"

MALE FORM / FEMALE FORM

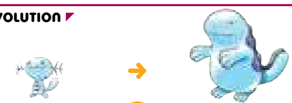


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a sluggish nature. It lies at the river's bottom, waiting for prey to stray into its mouth.

PEARL A dim-witted Pokémon. It doesn't care if it bumps its head into boats or rocks while swimming.

EVOLUTION



Wooper → LV20 → Quagsire

MAIN METHODS TO OBTAIN

DIAMOND Route 212, Pastoria Great Marsh

PEARL Route 212, Pastoria Great Marsh

GBA Evolve Wooper in either FireRed or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Mud Sport	Ground	Status			15	All	
5	Mud Sport	Ground	Status			15	All	
9	Mud Shot	Ground	Special	55	95	15	Normal	
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	
24	Amnesia	Psychic	Status			20	Self	
31	Yawn	Normal	Status			10	Normal	
36	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
41	Rain Dance	Water	Status			5	All	
48	Mist	Ice	Status			30	Ally2	
48	Haze	Ice	Status			30	All	
53	Muddy Water	Water	Special	95	85	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



ESPEON

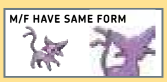
196

PSYCHIC

WEIGHT: 58.4 lbs.
GENDER: Male / Female
ABILITY: Synchronize
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its fur has the look and feel of velvet. The orb on its forehead glows when it uses psycho-power.

PEARL Its fur has the look and feel of velvet. The orb on its forehead glows when it uses psycho-power.

EVOLUTION

Eevee p.080 | Vaporeon(1) p.080
Jolteon(2) p.081 | Flareon(3) p.081 | Espeon(4) p.111
Umbreon(5) p.112 | Leafeon(6) p.251 | Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Make Eevee level up on a high Friendship level between 4:00am and 8:00pm.

PEARL Make Eevee level up on a high Friendship level between 4:00am and 8:00pm.

GBA Evolve Eevee in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Confusion	Psychic	Special	50	100	25	Normal	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Swift	Normal	Special	60		20	Enemy2	
36	Psybeam	Psychic	Special	65	100	20	Normal	
43	Future Sight	Psychic	Special	80	90	15	Normal	
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Psych Up	Normal	Status			10	Normal	
64	Psychic	Psychic	Special	90	100	10	Normal	
71	Morning Sun	Normal	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

* You can catch Eevee in FireRed or LeafGreen.

UMBREON 197



DARK

WEIGHT: 59.5 lbs.
GENDER: Male / Female
ABILITY: Synchronize
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The light of the moon changed Eevee's genetic structure. It lurks in darkness for prey.

PEARL The light of the moon changed Eevee's genetic structure. It lurks in darkness for prey.

EVOLUTION

Eevee p.080 · Vaporeon(1) p.080 · Jolteon(2) p.081 · Flareon(3) p.081 · Espeon(4) p.111 · Umbreon(5) p.112 · Leafeon(6) p.251 · Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Make Eevee level up on a high Friendship level between 8:00pm and 4:00am.

PEARL Make Eevee level up on a high Friendship level between 8:00pm and 4:00am.

GBA Evolve Eevee in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

* You can catch Eevee in FireRed or LeafGreen.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Pursuit	Dark	Physical	40	100	20	Normal	○
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Confuse Ray	Ghost	Status		100	10	Normal	
36	Faint Attack	Dark	Physical	60		20	Normal	○
43	Assurance	Dark	Physical	50	100	10	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mean Look	Normal	Status			5	Normal	
64	Screech	Normal	Status		85	40	Normal	
71	Moonlight	Normal	Status			5	Self	

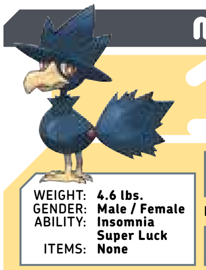
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

MURKROW 198



DARK
FLYING

WEIGHT: 4.6 lbs.
GENDER: Male / Female
ABILITY: Insomnia
Super Luck
ITEMS: None

HEIGHT: 1'08"

MALE FORM

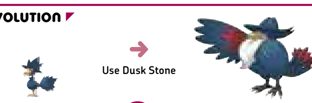
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is believed that seeing this Pokémon at night will bring about ominous occurrences.

PEARL It appears near travelers to lure them into deep forests. It is said to carry misfortune.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest, Lost Tower

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Pursuit	Dark	Physical	40	100	20	Normal	○
11	Haze	Ice	Status			30	All	
15	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Night Shade	Ghost	Special		100	15	Normal	
25	Assurance	Dark	Physical	50	100	10	Normal	○
31	Taunt	Dark	Status		100	20	Normal	
35	Faint Attack	Dark	Physical	60		20	Normal	○
41	Mean Look	Normal	Status			5	Normal	
45	Sucker Punch	Dark	Physical	80	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Whirlwind	Normal	Status		100	20	Normal	
Drill Peck	Flying	Physical	80	100	20	Normal	○
Mirror Move	Flying	Status			20	DoM	
Wing Attack	Flying	Physical	60	100	35	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	
Confuse Ray	Ghost	Status		100	10	Normal	
FeatherDance	Flying	Status		100	15	Normal	
Perish Song	Normal	Status			5	All	
Psycho Shift	Psychic	Status		90	10	Normal	
Screech	Normal	Status		85	40	Normal	
Faint Attack	Dark	Physical	60		20	Normal	○



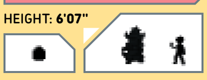
SLOWKING

199

WATER
PSYCHIC

WEIGHT: 175.3 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Own Tempo
ITEMS: None

HEIGHT: 6'07"



M/F HAVE SAME FORM

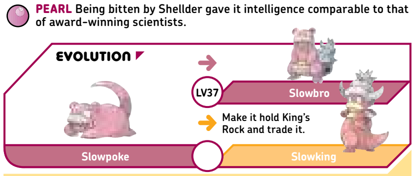


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Being bitten by Shellder gave it intelligence comparable to that of award-winning scientists.

PEARL Being bitten by Shellder gave it intelligence comparable to that of award-winning scientists.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Make Slowpoke hold King's Rock and trade it.

GBA Evolve Slowpoke in LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hidden Power	Normal	Special		100	15	Normal	
Basic	Curse	???	Status			10	Normal/Self	
Basic	Yawn	Normal	Status			10	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status		100	40	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
15	Confusion	Psychic	Special	50	100	25	Normal	
20	Disable	Normal	Status		80	20	Normal	
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Nasty Plot	Dark	Status			20	Self	
43	Swagger	Normal	Status		90	15	Normal	
48	Psychic	Psychic	Special	90	100	10	Normal	
53	Trump Card	Normal	Special			5	Normal	○
57	Psych Up	Normal	Status			10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



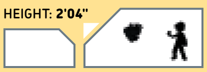
MISDREAVUS

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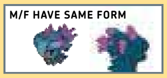
GHOST

WEIGHT: 2.2 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 2'04"



M/F HAVE SAME FORM

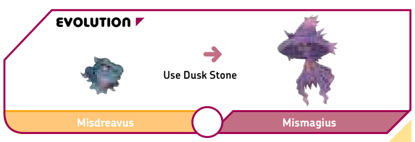


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves to sneak up on people late at night, then startle them with its shrieklike cry.

PEARL It gets nourishment from fear that it absorbs into its red orbs. In daytime, it sleeps in darkness.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Eterna Forest, Lost Tower

GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Psywave	Psychic	Special		80	15	Normal	
5	Spite	Ghost	Status		100	10	Normal	
10	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confuse Ray	Ghost	Status		100	10	Normal	
19	Mean Look	Normal	Status			5	Normal	
23	Psybeam	Psychic	Special	65	100	20	Normal	
28	Pain Split	Normal	Status			20	Normal	
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Shadow Ball	Ghost	Special	80	100	15	Normal	
41	Perish Song	Normal	Status			5	All	
46	Grudge	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	

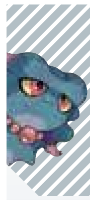
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Screech	Normal	Status		85	40	Normal	
Destiny Bond	Ghost	Status			5	Self	
Psych Up	Normal	Status			10	Normal	
Imprison	Psychic	Status			10	Self	
Memento	Dark	Status		100	10	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Curse	???	Status			10	Normal/Self	
Spite	Ghost	Status		100	10	Normal	
Ominous Wind	Ghost	Special	60	100	5	Normal	





UNOWN 201



PSYCHIC

WEIGHT: 11.0 lbs.
GENDER: Unknown
ABILITY: Levitate
ITEMS: None

HEIGHT: 1'08"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Shaped like ancient writing, it is a huge mystery whether language or UNOWN came first.

PEARL They seem to communicate among each other telepathically. They are always found stuck on walls.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Solaceon Ruins
PEARL Solaceon Ruins
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

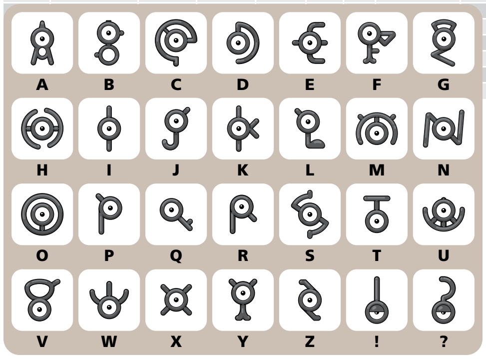
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Hidden Power	Normal	Special		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



WOBBUFFET 202



PSYCHIC

WEIGHT: 62.8 lbs.
GENDER: Male / Female
ABILITY: Shadow Tag
ITEMS: None

HEIGHT: 4'03"

MALE FORM

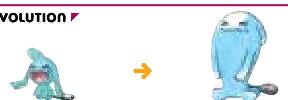
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It desperately tries to keep its black tail hidden. It is said to be proof the tail hides a secret.

PEARL It desperately tries to keep its black tail hidden. It is said to be proof the tail hides a secret.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Lake Verity, Lake Acuity, Lake Valor (Use Poké Radar)
PEARL Lake Verity, Lake Acuity, Lake Valor (Use Poké Radar)
GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Counter	Fighting	Physical		100	20	Self	○
Basic	Mirror Coat	Psychic	Special		100	20	Self	
Basic	Safeguard	Normal	Status			25	Ally2	
Basic	Destiny Bond	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



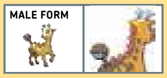
GIRAFARIG 203

NORMAL
PSYCHIC

WEIGHT: 91.5 lbs.
GENDER: Male / Female
ABILITY: Inner Focus, Early Bird
ITEMS: Persim Berry

HEIGHT: 4'11"

MALE FORM



FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its tail also has a small brain. It bites to repel any foe trying to sneak up on it from behind.

PEARL While it sleeps, the head on its tail keeps watch. The tail doesn't need to sleep.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 214, Valor Lakefront

PEARL Route 214, Valor Lakefront

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Power Swap	Psychic	Status			10	Normal	
Basic	Guard Swap	Psychic	Status			10	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Enemy2	○
Basic	Growl	Normal	Status		100	40	Normal	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
5	Odor Sleuth	Normal	Status			40	Normal	
10	Stomp	Normal	Physical	65	100	20	Self	○
14	Agility	Psychic	Status			30	Normal	
19	Psybeam	Psychic	Special	65	100	20	Self	
23	Baton Pass	Normal	Status			40	Normal	
28	Assurance	Dark	Physical	50	100	10	Normal	○
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Psychic	Psychic	Special	90	100	10	Normal	
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status			20	Self	
Foresight	Normal	Status			40	Normal	
Future Sight	Psychic	Special	80	90	15	Normal	
Beat Up	Dark	Physical	10	100	10	Normal	
Psych Up	Normal	Status			10	Normal	
Wish	Normal	Status			10	Self	
Magic Coat	Psychic	Status			15	Self	
Double Kick	Fighting	Physical	30	100	30	Normal	○
Mirror Coat	Psychic	Special		100	20	Self	



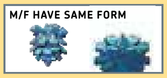
PINECO 204

BUG

WEIGHT: 15.9 lbs.
GENDER: Male / Female
ABILITY: Sturdy
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It looks just like a pinecone. Its shell protects it from bird Pokémon that peck it by mistake.

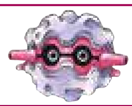
PEARL It looks just like a pinecone. Its shell protects it from bird Pokémon that peck it by mistake.

EVOLUTION



Pineco

LV31



Forretress

MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204, Route 210, Route 229, Eterna Forest (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

PEARL Route 203, Route 204, Route 210, Route229, Eterna Forest (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Protect	Normal	Status			10	Self	
6	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
9	Take Down	Normal	Physical	90	85	20	Normal	○
12	Rapid Spin	Normal	Physical	20	100	40	Normal	○
17	Bide	Normal	Physical			10	Self	○
20	Natural Gift	Normal	Physical		100	15	Normal	
23	Spikes	Ground	Status			20	Enemy2	
28	Payback	Dark	Physical	50	100	10	Normal	○
31	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
34	Iron Defense	Steel	Status			15	Self	
39	Gyro Ball	Steel	Physical		100	5	Normal	○
42	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

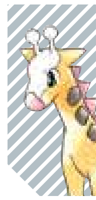
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

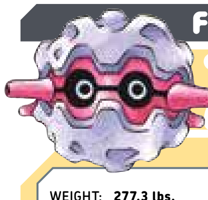
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Reflect	Psychic	Status			20	Ally2	
Pin Missile	Bug	Physical	14	85	20	Normal	
Flail	Normal	Physical		100	15	Normal	○
Swift	Normal	Special	60		20	Enemy2	
Counter	Fighting	Physical		100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	
Revenge	Fighting	Physical	60	100	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Toxic Spikes	Poison	Status			20	Enemy2	





FORRETRESS 205



BUG / STEEL

WEIGHT: 277.3 lbs.
GENDER: Male / Female
ABILITY: Sturdy
ITEMS: None

HEIGHT: 3'11"

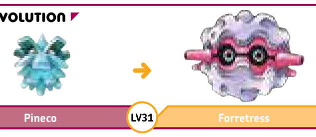
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is encased in a steel shell. Its peering eyes are all that can be seen of its mysterious innards.

PEARL It is encased in a steel shell. Its peering eyes are all that can be seen of its mysterious innards.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Pineco level up to Lv31.
PEARL Make Pineco level up to Lv31.
GBA After you let it level up in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Toxic Spikes	Poison	Status			20	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Protect	Normal	Status			10	Self	
Basic	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
Basic	Take Down	Normal	Physical	90	85	20	Normal	○
6	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
9	Take Down	Normal	Physical	90	85	20	Normal	○
12	Rapid Spin	Normal	Physical	20	100	40	Normal	○
17	Bide	Normal	Physical			10	Self	○
20	Natural Gift	Normal	Physical		100	15	Normal	
23	Spikes	Ground	Status			20	Enemy2	
28	Payback	Dark	Physical	50	100	10	Normal	○
31	Mirror Shot	Steel	Special	65	85	10	Normal	
33	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
38	Iron Defense	Steel	Status			15	Self	
45	Gyro Ball	Steel	Physical		100	5	Normal	○
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Magnet Rise	Electric	Status			10	Self	
62	Zap Cannon	Electric	Special	120	50	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

DUNSPARCE 206



NORMAL

WEIGHT: 30.9 lbs.
GENDER: Male / Female
ABILITY: Serene Grace
Run Away
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It digs into the ground with its tail and makes a mazelike nest. It can fly just a little.

PEARL It digs into the ground with its tail and makes a mazelike nest. It can fly just a little.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 208 (Mass outbreak)
PEARL Route 208 (Mass outbreak)
GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rage	Normal	Physical	20	100	20	Normal	○
5	Defense Curl	Normal	Status			40	Self	
9	Yawn	Normal	Status			10	Normal	
13	Glare	Normal	Status		75	30	Normal	
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Spite	Ghost	Status		100	10	Normal	
25	Pursuit	Dark	Physical	40	100	20	Normal	○
29	Screech	Normal	Status		85	40	Normal	
33	Roost	Flying	Status			10	Self	
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	AncientPower	Rock	Special	60	100	5	Normal	
45	Dig	Ground	Physical	80	100	10	Normal	○
49	Endeavor	Normal	Physical		100	5	Normal	○
53	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Bide	Normal	Physical			10	Self	○
AncientPower	Rock	Special	60	100	5	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Bite	Dark	Physical	60	100	25	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Astonish	Ghost	Physical	30	100	15	Normal	○
Curse	???	Status			10	Normal/Self	
Trump Card	Normal	Special			5	Normal	○
Magic Coat	Psychic	Status			15	Self	
Snore	Normal	Special	40	100	15	Normal	



GLIGAR 207

GROUND FLYING

WEIGHT: 142.9 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Sand Veil
ITEMS: None

HEIGHT: 3'07"

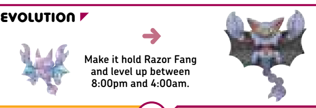
MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sails on the winds with its limbs extended to strike from the sky. It aims for the prey's face.

PEARL It sails on the winds with its limbs extended to strike from the sky. It aims for the prey's face.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 206, Route 207, Route 214, Route 227 (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

PEARL Route 206, Route 207, Route 214, Route 227 (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
5	Sand-Attack	Ground	Status		100	15	Normal	
9	Harden	Normal	Status			30	Self	
12	Knock Off	Dark	Physical	20	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60		20	Normal	○
27	Screech	Normal	Status		85	40	Normal	
31	Slash	Normal	Physical	70	100	20	Normal	○
34	Swords Dance	Normal	Status			30	Self	
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical		30	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Metal Claw	Steel	Physical	50	95	35	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Razor Wind	Normal	Special	80	100	10	Enemy2	
Counter	Fighting	Physical		100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	
Agility	Psychic	Status			30	Self	
Baton Pass	Normal	Status			40	Self	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Feint	Normal	Physical	50	100	10	Normal	
Night Slash	Dark	Physical	70	100	15	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○



STEELIX 208

STEEL GROUND

WEIGHT: 881.8 lbs.
GENDER: Male / Female
ABILITY: Rock Head, Sturdy
ITEMS: Metal Coat

HEIGHT: 30'02"

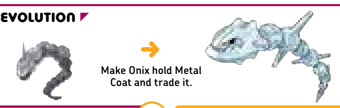
MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Tempered underground under high pressure and heat, its body is harder than any metal.

PEARL It chews its way through boulders with its sturdy jaws. Its eyes can see in the darkness underground.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Iron Island 2nd Basement (2), Victory Road, Snowpoint Temple

PEARL Iron Island 2nd Basement (2), Victory Road, Snowpoint Temple

GBA After it evolves in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Mud Sport	Ground	Status			15	All	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status		85	40	Normal	
9	Rock Throw	Rock	Physical	50	90	15	Normal	
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	
22	Sandstorm	Rock	Status			10	All	
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status			20	Self	
33	DragonBreath	Dragon	Special	60	100	20	Normal	
38	Iron Tail	Steel	Physical	100	75	15	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	

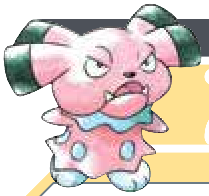
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

SNUBBULL 209



NORMAL

WEIGHT: 17.2 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Run Away
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

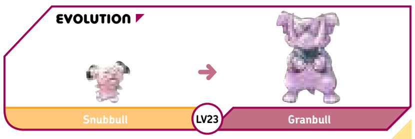


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Small Pokémon flee from its scary face. It is, however, considered by women to be cute.

PEARL Small Pokémon flee from its scary face. It is, however, considered by women to be cute.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 209 (Mass outbreak)
PEARL Route 209 (Mass outbreak)
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP	FIELD	FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Scary Face	Normal	Status		90	10	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Charm	Normal	Status		100	20	Normal	
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
25	Roar	Normal	Status		100	20	Normal	
31	Rage	Normal	Physical	20	100	20	Normal	○
37	Take Down	Normal	Physical	90	85	20	Normal	○
43	Payback	Dark	Physical	50	100	10	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Metronome	Normal	Status			10	DoM	
Faint Attack	Dark	Physical	60		20	Normal	○
Reflect	Psychic	Status			20	Ally2	
Present	Normal	Physical		90	15	Normal	
Crunch	Dark	Physical	80	100	15	Normal	○
Heal Bell	Normal	Status			5	All Allies	
Snore	Normal	Special	40	100	15	Normal	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○

GRANBULL 210



NORMAL

WEIGHT: 107.4 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Quick Feet
ITEMS: None

HEIGHT: 4'07"

M/F HAVE SAME FORM

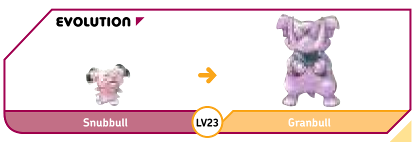


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is timid in spite of its looks. If it becomes enraged, however, it will strike with its huge fangs.

PEARL It is timid in spite of its looks. If it becomes enraged, however, it will strike with its huge fangs.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Snubbull level up to Lv 23.
PEARL Make Snubbull level up to Lv 23.
GBA After you let it level up in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP	FIELD	FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Scary Face	Normal	Status		90	10	Normal	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Charm	Normal	Status		100	20	Normal	
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
27	Roar	Normal	Status		100	20	Normal	
35	Rage	Normal	Physical	20	100	20	Normal	○
43	Take Down	Normal	Physical	90	85	20	Normal	○
51	Payback	Dark	Physical	50	100	10	Normal	○
59	Crunch	Dark	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



QWILFISH

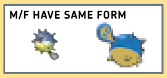
211

WATER
POISON

WEIGHT: **8.6 lbs.**
GENDER: **Male / Female**
ABILITY: **Poison Point, Swift Swim**
ITEMS: **Poison Barb**

HEIGHT: **1'08"**

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It shoots the poison spines on its body in all directions. Its round form makes it a poor swimmer.

PEARL It shoots the poison spines on its body in all directions. Its round form makes it a poor swimmer.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Iron Island Exterior (Super Rod)

PEARL Iron Island Exterior (Super Rod)

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Spikes	Ground	Status			20	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
9	Harden	Normal	Status			30	Self	
9	Minimize	Normal	Status			20	Self	
13	Water Gun	Water	Special	40	100	25	Normal	
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Toxic Spikes	Poison	Status			20	Enemy2	
25	Stockpile	Normal	Status			20	Self	
25	Spit Up	Normal	Special		100	10	Normal	
29	Revenge	Fighting	Physical	60	100	10	Normal	○
33	Brine	Water	Special	65	100	10	Normal	
37	Pin Missile	Bug	Physical	14	85	20	Normal	
41	Take Down	Normal	Physical	90	85	20	Normal	○
45	Aqua Tail	Water	Physical	90	90	10	Normal	○
49	Poison Jab	Poison	Physical	80	100	20	Normal	○
53	Destiny Bond	Ghost	Status			5	Self	
57	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

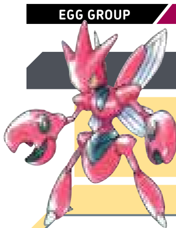
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Haze	Ice	Status			30	All	
BubbleBeam	Water	Special	65	100	20	Normal	
Supersonic	Normal	Status		55	20	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	
Poison Jab	Poison	Physical	80	100	20	Normal	○



SCIZOR

212

BUG
STEEL

WEIGHT: **260.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Swarm, Technician**
ITEMS: **None**

HEIGHT: **5'11"**

MALE FORM

FEMALE FORM

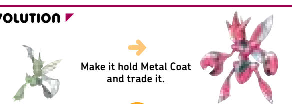


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a steel-hard body. It intimidates foes by upraising its eye-patterned pincers.

PEARL It has a steel-hard body. It intimidates foes by upraising its eye-patterned pincers.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Scyther hold Metal Coat and trade it.

GBA After it evolves in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Focus Energy	Normal	Status			30	Self	
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status			30	Self	
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	Enemy2	
37	Iron Defense	Steel	Status			15	Self	
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SHUCKLE

213

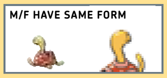


BUG
ROCK

WEIGHT: 45.2 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Gluttony
ITEMS: Oran Berry

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It stores berries in its shell. The berries eventually ferment to become delicious juices.

PEARL It stores berries in its shell. The berries eventually ferment to become delicious juices.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 224 (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

PEARL Route 224 (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Withdraw	Water	Status			40	Self	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
9	Bide	Normal	Physical			10	Self	○
14	Encore	Normal	Status		100	5	Normal	
22	Safeguard	Normal	Status			25	Ally2	
27	Wrap	Normal	Physical	15	85	20	Normal	○
35	Rest	Psychic	Status			10	Self	
40	Gastro Acid	Poison	Status		100	10	Normal	
48	Power Trick	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Sweet Scent	Normal	Status		100	20	Enemy2	
Knock Off	Dark	Physical	20	100	20	Normal	○
Helping Hand	Normal	Status			20	Ally1	
Acupressure	Normal	Status			30	Ally1	
Sand Tomb	Ground	Physical	15	70	15	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	

HERACROSS

214



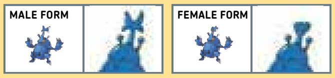
BUG
FIGHTING

WEIGHT: 119.0 lbs.
GENDER: Male / Female
ABILITY: Swarm, Guts
ITEMS: None

HEIGHT: 4'11"

MALE FORM

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It gathers in forests to search for tree sap, its favorite food. It's strong enough to hurl foes.

PEARL With powerful legs and claws, it generates enough power to hurl foes over great distances.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.

PEARL Put Honey on a Honey Tree.

GBA After you catch it in one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP | BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Night Slash	Dark	Physical	70	100	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Horn Attack	Normal	Physical	65	100	25	Normal	○
Basic	Endure	Normal	Status			10	Self	
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Aerial Ace	Flying	Physical	60		20	Normal	○
19	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Counter	Fighting	Physical		100	20	Self	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical		100	15	Normal	○
49	Feint	Normal	Physical	50	100	10	Normal	
55	Megahorn	Bug	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Harden	Normal	Status			30	Self	
Bide	Normal	Physical			10	Self	○
Flail	Normal	Physical		100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Revenge	Fighting	Physical	60	100	10	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○



SNEASEL 215

DARK
ICE

WEIGHT: 61.7 lbs.
GENDER: Male / Female
ABILITY: Inner Focus, Keen Eye
ITEMS: Grip Claw, Quick Claw

HEIGHT: 2'11"

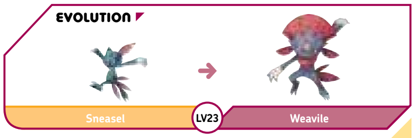
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It feeds on eggs stolen from nests. Its sharply hooked claws rip vulnerable spots on prey.

PEARL It is extremely vicious and will not stop attacking until its foe is incapable of moving.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 216, Route 217, Snowpoint Temple, Acuity Lakefront, Lake Acuity

PEARL Route 216, Route 217, Snowpoint Temple, Acuity Lakefront, Lake Acuity

GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Taunt	Dark	Status		100	20	Normal	
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status		85	40	Normal	
14	Faint Attack	Dark	Physical	60		20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Agility	Psychic	Status			30	Self	
28	Icy Wind	Ice	Special	55	95	15	Enemy2	
35	Slash	Normal	Physical	70	100	20	Normal	○
38	Beat Up	Dark	Physical	10	100	10	Normal	
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Ice Shard	Ice	Physical	40	100	30	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Spite	Ghost	Status		100	10	Normal	
Foresight	Normal	Status			40	Normal	
Reflect	Psychic	Status			20	Ally2	
Bite	Dark	Physical	60	100	25	Normal	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○
Punishment	Dark	Physical		100	5	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○



TEDDIURSA 216

NORMAL

WEIGHT: 19.4 lbs.
GENDER: Male / Female
ABILITY: Pickup, Quick Feet
ITEMS: None

HEIGHT: 2'00"

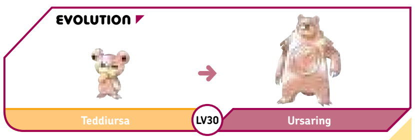
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lets honey soak into its paws so it can lick them all the time. Every set of paws tastes unique.

PEARL It lets honey soak into its paws so it can lick them all the time. Every set of paws tastes unique.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 211, Acuity Lakefront (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

PEARL Route 211, Acuity Lakefront (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Covet	Normal	Physical	40	100	40	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Fake Tears	Dark	Status		100	20	Normal	
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60		20	Normal	○
22	Sweet Scent	Normal	Status		100	20	Enemy2	
29	Slash	Normal	Physical	70	100	20	Normal	○
36	Charm	Normal	Status		100	20	Normal	
43	Rest	Psychic	Status			10	Self	
43	Snore	Normal	Special	40	100	15	Normal	
50	Thrash	Normal	Physical	90	100	20	Random1	○
57	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Take Down	Normal	Physical	90	85	20	Normal	○
Seismic Toss	Fighting	Physical		100	20	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Fake Tears	Dark	Status		100	20	Normal	
Yawn	Normal	Status			10	Normal	
Sleep Talk	Normal	Status			10	DoM	
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○



URSARING 217



NORMAL

WEIGHT: 277.3 lbs.
GENDER: Male / Female
ABILITY: Guts, Quick Feet
ITEMS: None

HEIGHT: 5'11"

MALE FORM FEMALE FORM

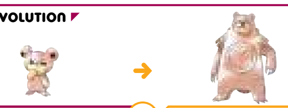


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND In its territory, it leaves scratches on trees that bear delicious berries or fruits.

PEARL In its territory, it leaves scratches on trees that bear delicious berries or fruits.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 216, Route 217, Lake Acuity (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

PEARL Route 216, Route 217, Lake Acuity (After obtaining the National Pokédex, insert Emerald cartridge into your DS)

GBA After it evolves in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Covet	Normal	Physical	40	100	40	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Fake Tears	Dark	Status		100	20	Normal	
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60		20	Normal	○
22	Sweet Scent	Normal	Status		100	20	Enemy2	
29	Slash	Normal	Physical	70	100	20	Normal	○
38	Scary Face	Normal	Status		90	10	Normal	
47	Rest	Psychic	Status			10	Self	
49	Snore	Normal	Special	40	100	15	Normal	
58	Thrash	Normal	Physical	90	100	20	Random1	○
67	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

SLUGMA 218

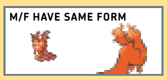


FIRE

WEIGHT: 77.2 lbs.
GENDER: Male / Female
ABILITY: Magma Armor, Flame Body
ITEMS: None

HEIGHT: 2'04"

M/F HAVE SAME FORM

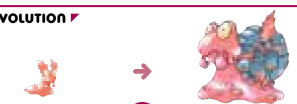


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is made of magma. If it doesn't keep moving, its body will cool and harden.

PEARL Its body is made of magma. If it doesn't keep moving, its body will cool and harden.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Stark Mountain Interior (1)

PEARL Stark Mountain Interior (1)

GBA After you catch it in one of GBA series, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Yawn	Normal	Status			10	Normal	
Basic	Smog	Poison	Special	20	70	20	Normal	
8	Ember	Fire	Special	40	100	25	Normal	
11	Rock Throw	Rock	Physical	50	90	15	Normal	
16	Harden	Normal	Status			30	Self	
23	Recover	Normal	Status			10	Self	
26	AncientPower	Rock	Special	60	100	5	Normal	
31	Amnesia	Psychic	Status			20	Self	
38	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
41	Rock Slide	Rock	Physical	75	90	10	Enemy2	
46	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Flamethrower	Fire	Special	95	100	15	Normal	
56	Earth Power	Ground	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Acid Armor	Poison	Status			40	Self	
Heat Wave	Fire	Special	100	90	10	Enemy2	
Curse	???	Status			10	Normal/ Self	
SmokeScreen	Normal	Status		100	20	Normal	
Memento	Dark	Status		100	10	Normal	
Stockpile	Normal	Status			20	Self	
Spit Up	Normal	Special		100	10	Normal	
Swallow	Normal	Status			10	Self	



MAGCARGO 219

FIRE
ROCK

WEIGHT: 121.3 lbs.
GENDER: Male / Female
ABILITY: Magma Armor, Flame Body
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM

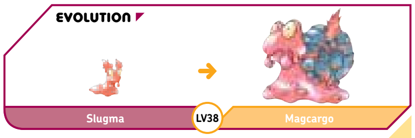


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body temperature is roughly 18,000 degrees F. Flames spout from gaps in its hardened shell.

PEARL Its body temperature is roughly 18,000 degrees F. Flames spout from gaps in its hardened shell.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Stark Mountain Interior (1)

PEARL Stark Mountain Interior (1)

GBA After it evolves in one of GBA series, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Yawn	Normal	Status			10	Normal	
Basic	Smog	Poison	Special	20	70	20	Normal	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	Rock Throw	Rock	Physical	50	90	15	Normal	
8	Ember	Fire	Special	40	100	25	Normal	
11	Rock Throw	Rock	Physical	50	90	15	Normal	
16	Harden	Normal	Status			30	Self	
23	Recover	Normal	Status			10	Self	
26	AncientPower	Rock	Special	60	100	5	Normal	
31	Amnesia	Psychic	Status			20	Self	
40	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
45	Rock Slide	Rock	Physical	75	90	10	Enemy2	
52	Body Slam	Normal	Physical	85	100	15	Normal	○
61	Flamethrower	Fire	Special	95	100	15	Normal	
66	Earth Power	Ground	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SWINUB 220

ICE
GROUND

WEIGHT: 14.3 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Snow Cloak
ITEMS: None

HEIGHT: 1'04"

M/F HAVE SAME FORM

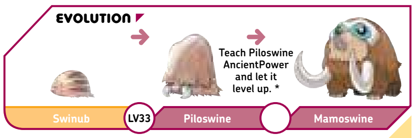


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves eating mushrooms that grow under dead grass. It also finds hot springs while foraging.

PEARL It loves eating mushrooms that grow under dead grass. It also finds hot springs while foraging.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 217 (Mass outbreak)

PEARL Route 217 (Mass outbreak)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

*To teach Piloswine AncientPower, give a Heart Scale to the Move Tutor in Pastoria City.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Odor Sleuth	Normal	Status			40	Normal	
4	Mud Sport	Ground	Status			15	All	
8	Powder Snow	Ice	Special	40	100	25	Enemy2	
13	Mud-Slap	Ground	Special	20	100	10	Normal	
16	Endure	Normal	Status			10	Self	
20	Mud Bomb	Ground	Special	65	85	10	Normal	
25	Icy Wind	Ice	Special	55	95	15	Enemy2	
28	Ice Shard	Ice	Physical	40	100	30	Normal	
32	Take Down	Normal	Physical	90	85	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
40	Mist	Ice	Status			30	Ally2	
44	Blizzard	Ice	Special	120	70	5	Enemy2	
49	Amnesia	Psychic	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Rock Slide	Rock	Physical	75	90	10	Enemy2	
AncientPower	Rock	Special	60	100	5	Normal	
Mud Shot	Ground	Special	55	95	15	Normal	
Icicle Spear	Ice	Physical	10	100	30	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Fissure	Ground	Physical		30	5	Normal	
Curse	???	Status			10	Normal/Self	

PILOSWINE 221



ICE / GROUND

WEIGHT: 123.0 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Snow Cloak
ITEMS: None

HEIGHT: 3'07"

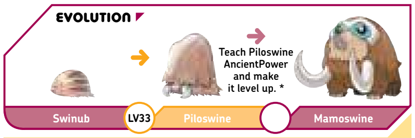
MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its shaggy coat makes it unable to see. It checks surroundings with its sensitive nose instead.

PEARL Its shaggy coat makes it unable to see. It checks surroundings with its sensitive nose instead.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Swinub level up to Lv 33.
PEARL Make Swinub level up to Lv 33.
GBA After it evolves in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

* To teach Piloswine AncientPower, give a Heart Scale to Move Tutor in Pastoria City.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	AncientPower	Rock	Special	60	100	5	Normal	
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Odor Sleuth	Normal	Status			40	Normal	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
4	Mud Sport	Ground	Status			15	All	
8	Powder Snow	Ice	Special	40	100	25	Enemy2	
13	Mud-Slap	Ground	Special	20	100	10	Normal	
16	Endure	Normal	Status			10	Self	
20	Mud Bomb	Ground	Special	65	85	10	Normal	
25	Icy Wind	Ice	Special	55	95	15	Enemy2	
28	Ice Fang	Ice	Physical	65	95	15	Normal	
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
48	Mist	Ice	Status			30	Self2	
56	Blizzard	Ice	Special	120	70	5	Enemy2	
65	Amnesia	Psychic	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

CORSOLA 222



WATER / ROCK

WEIGHT: 11.0 lbs.
GENDER: Male / Female
ABILITY: Hustle, Natural Cure
ITEMS: Hard Stone

HEIGHT: 2'00"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Many live in the clean seas of the south. They apparently can't live in polluted waters.

PEARL Many live in the clean seas of the south. They apparently can't live in polluted waters.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 230 (Mass outbreak)
PEARL Route 230 (Mass outbreak)
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status			30	Self	
8	Bubble	Water	Special	20	100	30	Enemy2	
13	Recover	Normal	Status			10	Self	
16	Refresh	Normal	Status			20	Self	
20	Rock Blast	Rock	Physical	25	80	10	Normal	
25	BubbleBeam	Water	Special	65	100	20	Normal	
28	Lucky Chant	Normal	Status			30	Ally2	
32	AncientPower	Rock	Special	60	100	5	Normal	
27	Aqua Ring	Water	Status			20	Self	
40	Spike Cannon	Normal	Physical	20	100	15	Normal	
44	Power Gem	Rock	Special	70	100	20	Normal	
48	Mirror Coat	Psychic	Special		100	20	Self	
53	Earth Power	Ground	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	

BATTLE MOVES CONT.

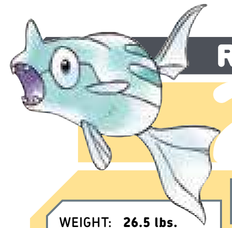
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Screech	Normal	Status		85	40	Normal	
Mist	Ice	Status			30	Ally2	
Amnesia	Psychic	Status			20	Self	
Barrier	Psychic	Status			30	Self	
Ingrain	Grass	Status			20	Self	
Confuse Ray	Ghost	Status		100	10	Normal	
Icicle Spear	Ice	Physical	10	100	30	Normal	
Nature Power	Normal	Status			20	DoM	
Aqua Ring	Water	Status			20	Self	

REMORAID

223



WATER

WEIGHT: **26.5 lbs.**
GENDER: **Male / Female**
ABILITY: **Hustle, Sniper**
ITEMS: **None**

HEIGHT: **2'00"**

M/F HAVE SAME FORM

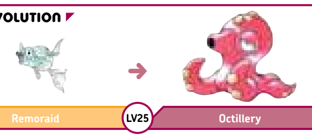


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It squirts water forcefully from its mouth to shoot down flying prey.

PEARL It clings to Mantine to feed on the big Pokémon's scraps. This is an adaptation to avoid foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213, Route 222, Route 223, Sunyshore City, Pastoria City, Pokémon League (Use Super Rod)

PEARL Route 213, Route 222, Route 223, Sunyshore City, Pastoria City, Pokémon League (Use Super Rod)

GBA After you catch it in either FireRed, Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Gun	Water	Special	40	100	25	Normal	
6	Lock-On	Normal	Status			5	Normal	
10	Psybeam	Psychic	Special	65	100	20	Normal	
14	Aurora Beam	Ice	Special	65	100	20	Normal	
19	BubbleBeam	Water	Special	65	100	20	Normal	
23	Focus Energy	Normal	Status			30	Self	
27	Bullet Seed	Grass	Physical	10	100	30	Normal	
32	Water Pulse	Water	Special	60	100	20	Normal	
36	Signal Beam	Bug	Special	75	100	15	Normal	
40	Ice Beam	Ice	Special	95	100	20	Normal	
45	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Aurora Beam	Ice	Special	65	100	20	Normal	
Octazooka	Water	Special	65	85	10	Normal	
Supersonic	Normal	Status		55	20	Normal	
Haze	Ice	Status			30	All	
Screech	Normal	Status		85	40	Normal	
Thunder Wave	Electric	Status		100	20	Normal	
Rock Blast	Rock	Physical	25	80	10	Normal	
Snore	Normal	Special	40	100	15	Normal	
Flail	Normal	Physical		100	15	Normal	○

OCTILLERY

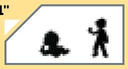
224



WATER

WEIGHT: **62.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Suction Cups, Sniper**
ITEMS: **None**

HEIGHT: **2'11"**



MALE FORM | FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in the gaps of boulders and in holes on the seafloor. Its suction cups grip prey tightly.

PEARL It obscures its foe's vision by spitting a cloud of murky ink. It makes its nest among boulders.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213, Route 222, Route 223, Route 230, Sunyshore City, Pastoria City, Pokémon League (Use Super Rod)

PEARL Route 213, Route 222, Route 223, Route 230, Sunyshore City, Pastoria City, Pokémon League (Use Super Rod)

GBA After it evolves in either LeafGreen or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Gunk Shot	Poison	Physical	120	70	5	Normal	
Basic	Rock Blast	Rock	Physical	25	80	10	Normal	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Psybeam	Psychic	Special	65	100	20	Normal	
Basic	Aurora Beam	Ice	Special	65	100	20	Normal	
6	Constrict	Normal	Physical	10	100	35	Normal	○
10	Psybeam	Psychic	Special	65	100	20	Normal	
14	Aurora Beam	Ice	Special	65	100	20	Normal	
19	BubbleBeam	Water	Special	65	100	20	Normal	
23	Focus Energy	Normal	Status			30	Self	
25	Octazooka	Water	Special	65	85	10	Normal	
29	Bullet Seed	Grass	Physical	10	100	30	Normal	
36	Wring Out	Normal	Special		100	5	Normal	○
42	Signal Beam	Bug	Special	75	100	15	Normal	
48	Ice Beam	Ice	Special	95	100	10	Normal	
55	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

DELIBIRD 225



ICE / FLYING

WEIGHT: 35.3 lbs.
GENDER: Male / Female
ABILITY: Vital Spirit, Hustle
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It carries food rolled up in its tail. It has the habit of sharing food with people lost in mountains.

PEARL It carries food rolled up in its tail. It has the habit of sharing food with people lost in mountains.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 216 (Mass outbreak)
PEARL Route 216 (Mass outbreak)
GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Present	Normal	Physical		90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Aurora Beam	Ice	Special	65	100	20	Normal	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Future Sight	Psychic	Special	80	90	15	Normal	
Splash	Normal	Status			40	Self	
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Ice Ball	Ice	Physical	30	90	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	
Ice Punch	Ice	Physical	75	100	15	Normal	○

MANTINE 226



WATER / FLYING

WEIGHT: 485.0 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Water Absorb
ITEMS: None

HEIGHT: 6'11"

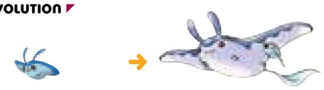
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When the waves are calm, one may encounter a swarm of Mantine swimming as if they are in flight.

PEARL It swims elegantly, mindless of Remoraid hitching on to its broad fins. It has a docile nature.

EVOLUTION



Mantyke → (LV25) → Mantine

MAIN METHODS TO OBTAIN

DIAMOND Add Remoraid into your party and let Mantyke level up.
PEARL Add Remoraid into your party and let Mantyke level up.
GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Psybeam	Psychic	Special	65	100	20	Normal	
Basic	Bullet Seed	Grass	Physical	10	100	30	Normal	
Basic	Signal Beam	Bug	Special	75	100	15	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Supersonic	Normal	Status		55	20	Normal	
Basic	BubbleBeam	Water	Special	65	100	20	Normal	
4	Supersonic	Normal	Status		55	20	Normal	
10	BubbleBeam	Water	Special	65	100	20	Normal	
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status			30	Self	
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status		100	10	Normal	
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status			20	Self	
49	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

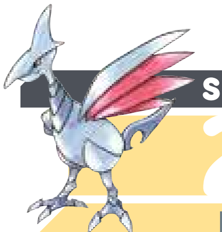
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Twister	Dragon	Special	40	100	20	Enemy2	
Hydro Pump	Water	Special	120	80	5	Normal	
Haze	Ice	Status			30	All	
Slam	Normal	Physical	80	75	20	Normal	○
Mud Sport	Ground	Status			15	All	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Mirror Coat	Psychic	Special		100	20	Self	
Water Sport	Water	Status			15	All	
Splash	Normal	Status			40	Self	



SKARMORY

227

STEEL
FLYING

WEIGHT: 111.3 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Sturdy
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Despite being clad entirely in iron-hard armor, it flies at speeds over 180 mph.

PEARL Despite being clad entirely in iron-hard armor, it flies at speeds over 180 mph.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain
PEARL Route 227, Stark Mountain
GBA After you catch it in one of FireRed, Ruby, Sapphire and Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Peck	Flying	Physical	35	100	35	Normal	○
7	Sand-Attack	Ground	Status		100	15	Normal	
11	Swift	Normal	Special	60		20	Enemy2	
14	Agility	Psychic	Status			30	Self	
20	Fury Attack	Normal	Physical	15	85	20	Normal	○
24	Air Cutter	Flying	Special	55	95	25	Enemy2	
27	Spikes	Ground	Status			20	Enemy2	
33	Metal Sound	Steel	Status		85	40	Normal	
38	Steel Wing	Steel	Physical	70	90	25	Normal	○
40	Air Slash	Flying	Special	75	95	20	Normal	
46	Slash	Normal	Physical	70	100	20	Normal	○
50	Night Slash	Dark	Physical	70	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Drill Peck	Flying	Physical	80	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Whirlwind	Normal	Status		100	20	Normal	
Sky Attack	Flying	Physical	140	90	5	Normal	
Curse	???	Status			10	Normal/Self	
Brave Bird	Flying	Physical	120	100	15	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○



HOUNDOUR

228

DARK
FIRE

WEIGHT: 23.8 lbs.
GENDER: Male / Female
ABILITY: Early Bird, Flash Fire
ITEMS: None

HEIGHT: 2'00"

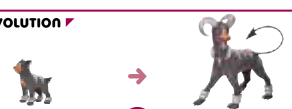
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It conveys its feelings using different cries. It works in a pack to cleverly take down prey.

PEARL It conveys its feelings using different cries. It works in a pack to cleverly take down prey.

EVOLUTION



Houndour LV24 Houndoom

MAIN METHODS TO OBTAIN

DIAMOND Discover an egg.
PEARL Discover an egg.
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
4	Howl	Normal	Status			40	Self	
9	Smog	Poison	Special	20	70	20	Normal	
14	Roar	Normal	Status		100	20	Normal	
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status			40	Normal	
27	Beat Up	Dark	Physical	10	100	10	Normal	
30	Fire Fang	Fire	Physical	65	95	15	Normal	○
35	Faint Attack	Dark	Physical	60		20	Normal	○
40	Embargo	Dark	Status		100	15	Normal	
43	Flamethrower	Fire	Special	95	100	15	Normal	
48	Crunch	Dark	Physical	80	100	15	Normal	○
53	Nasty Plot	Dark	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fire Spin	Fire	Special	15	70	15	Normal	
Rage	Normal	Physical	20	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Spite	Ghost	Status		100	10	Normal	
Reversal	Fighting	Physical		100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	
Will-O-Wisp	Fire	Status		75	15	Normal	
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Nasty Plot	Dark	Status			20	Self	
Punishment	Dark	Physical		100	5	Normal	○

HOUNDOOM

229

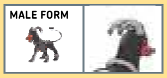


DARK
FIRE

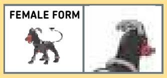
WEIGHT: 77.2 lbs.
GENDER: Male / Female
ABILITY: Early Bird, Flash Fire
ITEMS: None

HEIGHT: 4'07"

MALE FORM



FEMALE FORM

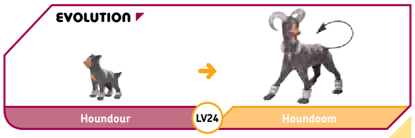


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Long ago, people imagined its eerie howls to be the call of the grim reaper.

PEARL Long ago, people imagined its eerie howls to be the call of the grim reaper.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 214, Route 215 (Use Poké Radar)

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	Howl	Normal	Status			40	Self	
Basic	Smog	Poison	Special	20	70	20	Normal	
4	Howl	Normal	Status			40	Self	
9	Smog	Poison	Special	20	70	20	Normal	
14	Roar	Normal	Status		100	20	Normal	
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status			40	Normal	
28	Beat Up	Dark	Physical	10	100	10	Normal	
32	Fire Fang	Fire	Physical	65	95	15	Normal	○
38	Faint Attack	Dark	Physical	60		20	Normal	○
44	Embargo	Dark	Status		100	15	Normal	
48	Flamethrower	Fire	Special	95	100	15	Normal	
54	Crunch	Dark	Physical	80	100	15	Normal	○
60	Nasty Plot	Dark	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

KINGDRA

230



WATER
DRAGON

WEIGHT: 335.1 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Sniper
ITEMS: Dragon Scale

HEIGHT: 5'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in caves on the seafloor and creates giant whirlpools every time it moves.

PEARL It lives in caves on the seafloor and creates giant whirlpools every time it moves.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Seadra hold Dragon Scale and trade it.

PEARL Make Seadra hold Dragon Scale and trade it.

GBA Evolve Seadra in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1, DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Yawn	Normal	Status			10	Normal	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
4	SmokeScreen	Normal	Status		100	20	Normal	
8	Leer	Normal	Status		100	30	Enemy2	
11	Water Gun	Water	Special	40	100	25	Normal	
14	Focus Energy	Normal	Status			30	Self	
18	BubbleBeam	Water	Special	65	100	20	Normal	
23	Agility	Psychic	Status			30	Self	
26	Twister	Dragon	Special	40	100	20	Enemy2	
30	Brine	Water	Special	65	100	10	Normal	
40	Hydro Pump	Water	Special	120	80	5	Normal	
48	Dragon Dance	Dragon	Status			20	Self	
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

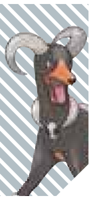
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.





PHANPY

231



GROUND

WEIGHT: 73.9 lbs.
GENDER: Male / Female
ABILITY: Pickup
ITEMS: Passho Berry

HEIGHT: 1'08"

M/F HAVE SAME FORM

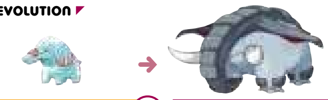


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is strong despite its compact size. It can easily pick up and carry an adult human on its back.

PEARL It is strong despite its compact size. It can easily pick up and carry an adult human on its back.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 207 (Mass Outbreak)

PEARL Route 207 (Mass Outbreak)

GBA After you catch it in one of the GBA Pokémon series, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Odor Sleuth	Normal	Status			40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Defense Curl	Normal	Status			40	Self	
6	Flail	Normal	Physical		100	15	Normal	○
10	Take Down	Normal	Physical	90	85	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Natural Gift	Normal	Physical		100	15	Normal	
24	Slam	Normal	Physical	80	75	20	Normal	○
28	Endure	Normal	Status			10	Self	
33	Charm	Normal	Status		100	20	Normal	
37	Last Resort	Normal	Physical	130	100	5	Normal	○
42	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

BATTLE MOVES CONT.

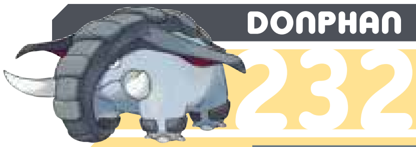
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Focus Energy	Normal	Status			30	Self	
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Snore	Normal	Special	40	100	15	Normal	
Counter	Fighting	Physical		100	20	Self	○
Fissure	Ground	Physical		30	5	Normal	
Endeavor	Normal	Physical		100	5	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	

DONPHAN

232



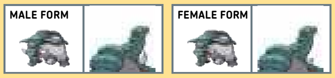
GROUND

WEIGHT: 264.6 lbs.
GENDER: Male / Female
ABILITY: Sturdy
ITEMS: None

HEIGHT: 3'07"

MALE FORM

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It attacks by curling up, then rolling into its foe. It can blow apart a house in one hit.

PEARL It attacks by curling up, then rolling into its foe. It can blow apart a house in one hit.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Phanpy level up to Lv25

PEARL Make Phanpy level up to Lv25

GBA Evolve Phanpy in one of the GBA Pokémon series and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Horn Attack	Normal	Physical	65	100	25	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Flail	Normal	Physical		100	15	Normal	○
6	Rapid Spin	Normal	Physical	20	100	40	Normal	○
10	Knock Off	Dark	Physical	20	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
24	Slam	Normal	Physical	80	75	20	Normal	○
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
31	Assurance	Dark	Physical	50	100	10	Normal	○
39	Scary Face	Normal	Status		90	10	Normal	
46	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
54	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

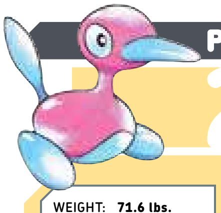
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







PORYGON2

233

NORMAL

WEIGHT: 71.6 lbs.
GENDER: Unknown
ABILITY: Trace, Download
ITEMS: None

HEIGHT: 2'00"

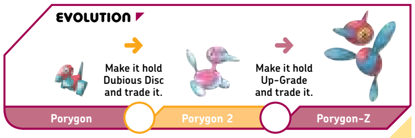
GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND With planetary development software installed, it became capable of working in space.

PEARL With planetary development software installed, it became capable of working in space.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Porygon hold Up-Grade and trade it.
PEARL Make Porygon hold Up-Grade and trade it.
GBA After it evolves in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

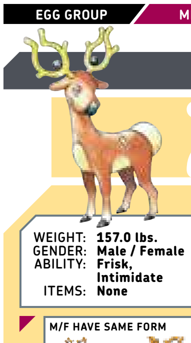
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Conversion 2	Normal	Status			30	Self	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Conversion	Normal	Status			30	Self	
Basic	Defense Curl	Normal	Status			40	Self	
7	Psybeam	Psychic	Special	65	100	20	Normal	
12	Agility	Psychic	Status			30	Self	
18	Recover	Normal	Status			10	Self	
23	Magnet Rise	Electric	Status			10	Self	
29	Signal Beam	Bug	Special	75	100	15	Normal	
34	Recycle	Self	Status			10	Normal	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
45	Lock-On	Normal	Status			5	Normal	
51	Tri Attack	Normal	Special	80	100	10	Normal	
56	Magic Coat	Psychic	Status			15	Self	
62	Zap Cannon	Electric	Special	120	50	5	Normal	
67	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



STANTLER

234

NORMAL

WEIGHT: 157.0 lbs.
GENDER: Male / Female
ABILITY: Frisk, Intimidate
ITEMS: None

HEIGHT: 4'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Staring at its antlers creates an odd sensation as if one were being drawn into their centers.

PEARL Staring at its antlers creates an odd sensation as if one were being drawn into their centers.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

PEARL Route 207 (Use Poké Radar)
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Leer	Normal	Status		100	30	Enemy2	
7	Astonish	Ghost	Physical	30	100	15	Normal	○
10	Hypnosis	Psychic	Status		70	20	Normal	
13	Stomp	Normal	Physical	65	100	20	Normal	○
16	Sand-Attack	Ground	Status		100	15	Normal	
21	Take Down	Normal	Physical	90	85	20	Normal	○
23	Confuse Ray	Ghost	Status		100	10	Normal	
27	Calm Mind	Psychic	Status			20	Self	
33	Role Play	Psychic	Status			10	Normal	
38	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Imprison	Psychic	Status			10	Self	
49	Captivate	Normal	Status		100	20	Enemy2	
53	Me First	Normal	Status			20	DoM	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Spite	Ghost	Status		100	10	Normal	
Disable	Normal	Status		80	20	Normal	
Bite	Dark	Physical	60	100	25	Normal	○
Swagger	Normal	Status		90	15	Normal	
Psych Up	Normal	Status			10	Normal	
Extrasensory	Psychic	Special	80	100	30	Normal	
Thrash	Normal	Physical	90	100	20	Random1	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○



SMEARGLE

235

NORMAL

WEIGHT: 127.9 lbs.
GENDER: Male / Female
ABILITY: Own Tempo, Technician
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM



Stat
HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It marks its territory by using its tail like a paintbrush. There are more than 5,000 different marks.

PEARL It marks its territory by using its tail like a paintbrush. There are more than 5,000 different marks.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 212 on Hearthome City Side (Use Poké Radar)
PEARL Route 212 on Hearthome City Side (Use Poké Radar)
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sketch	Normal	Status			1	Normal	
11	Sketch	Normal	Status			1	Normal	
21	Sketch	Normal	Status			1	Normal	
31	Sketch	Normal	Status			1	Normal	
41	Sketch	Normal	Status			1	Normal	
51	Sketch	Normal	Status			1	Normal	
61	Sketch	Normal	Status			1	Normal	
71	Sketch	Normal	Status			1	Normal	
81	Sketch	Normal	Status			1	Normal	
91	Sketch	Normal	Status			1	Normal	

BATTLE MOVES

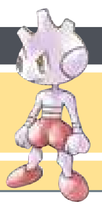
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



TYROGUE

236

FIGHTING

WEIGHT: 46.3 lbs.
GENDER: Male only
ABILITY: Guts, Steadfast
ITEMS: None

HEIGHT: 2'04"

M/F HAVE SAME FORM



Stat
HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Known for being short tempered. Always going up against enemies bigger than itself and always bruised.

PEARL Known for being short tempered. Always going up against enemies bigger than itself and always bruised.

EVOLUTION



Tyrogue

LV20

Hitmonlee p. 066
Attack is higher than Defense

Hitmonchan p. 067
Defense is higher than Attack

Hitmontop p. 132
Attack and Defense are the same

MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 211 (Use Poké Radar)
PEARL Route 208, Route 211 (Use Poké Radar)
GBA After you discover its egg in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Helping Hand	Normal	Status			20	Ally1	
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
Mind Reader	Normal	Status			5	Normal	
Helping Hand	Normal	Status			20	Ally1	
Counter	Fighting	Physical		100	20	Self	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	
Bullet Punch	Steel	Physical	40	100	30	Normal	○







HITMONTOP 237



FIGHTING

WEIGHT: 105.8 lbs.
GENDER: Male only
ABILITY: Intimidate, Technician
ITEMS: None

HEIGHT: 4'07"

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It fights while spinning like a top. The centrifugal force boosts its destructive power by ten.

PEARL It fights while spinning like a top. The centrifugal force boosts its destructive power by ten.

EVOLUTION



Tyrogue LV20
- Hitmonlee p. 066 — Attack is higher than Defense
- Hitmonchan p. 067 — Defense is higher than Attack
- Hitmontop p. 132 — Attack and Defense are the same

MAIN METHODS TO OBTAIN

DIAMOND Set Attack the same as Defense and make Tyrogue level up to Lv20.

PEARL Set Attack the same as Defense and make Tyrogue level up to Lv20.

GBA Evolve Tyrogue in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Revenge	Fighting	Physical	60	100	10	Normal	○
Basic	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
6	Focus Energy	Normal	Status			30	Self	
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Triple Kick	Fighting	Physical	10	90	10	Normal	○
24	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Counter	Fighting	Physical		100	20	Self	○
33	Feint	Normal	Physical	50	100	10	Normal	
37	Agility	Psychic	Status			30	Self	
42	Gyro Ball	Steel	Physical		100	5	Normal	○
46	Detect	Fighting	Status			5	Self	
51	Close Combat	Fighting	Physical	120	100	5	Normal	○
55	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SMOOCHUM 238



ICE
PSYCHIC

WEIGHT: 13.2 lbs.
GENDER: Female only
ABILITY: Oblivious, Forewarn
ITEMS: Aspear Berry

HEIGHT: 1'04"

FEMALE FORM

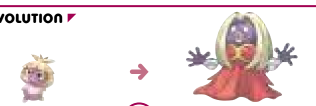


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It tests everything by touching with its lips, which remember what it likes and dislikes.

PEARL It tests everything by touching with its lips, which remember what it likes and dislikes.

EVOLUTION



Smoochum → LV30 → Jynx

MAIN METHODS TO OBTAIN

DIAMOND Lake Acuity (Mass outbreak)

PEARL Lake Acuity (Mass outbreak)

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Sweet Kiss	Normal	Status		75	10	Normal	
11	Powder Snow	Ice	Special	40	100	25	Enemy2	
15	Confusion	Psychic	Special	50	100	25	Normal	
18	Sing	Normal	Status		55	15	Normal	
21	Mean Look	Normal	Status			5	Normal	
25	Fake Tears	Dark	Status		100	20	Normal	
28	Lucky Chant	Normal	Status			30	Ally2	
31	Avalanche	Ice	Physical	60	100	10	Normal	○
35	Psychic	Psychic	Special	90	100	10	Normal	
38	Copycat	Normal	Status			20	DoM	
41	Perish Song	Normal	Status			5	All	
45	Blizzard	Ice	Special	120	70	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Meditate	Psychic	Status			40	Self	
Psych Up	Normal	Status			10	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Wish	Normal	Status			10	Self	
Ice Punch	Ice	Physical	75	100	15	Normal	○
Miracle Eye	Psychic	Status			40	Normal	

ELEKID 239



ELECTRIC

WEIGHT: 51.8 lbs.
GENDER: Male / Female
ABILITY: Static
ITEMS: Electirizer

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It generates electricity by whirling its arms. However, it can't store the energy it makes.

PEARL It generates electricity by whirling its arms. However, it can't store the energy it makes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 205, Valley Windworks (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

PEARL Route 205, Valley Windworks (After obtaining the National Pokédex, insert FireRed cartridge into your DS)

GBA After you discover its egg in Fire Red, transfer it to Pal Park by Double Slot.

EGG GROUP | EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
7	ThunderShock	Electric	Special	40	100	30	Normal	
10	Low Kick	Fighting	Physical		100	20	Normal	○
16	Swift	Normal	Special	60		20	Enemy2	
19	Shock Wave	Electric	Special	60		20	Normal	
25	Light Screen	Psychic	Status			30	Ally2	
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
37	Thunderbolt	Electric	Special	95	100	15	Normal	
43	Screech	Normal	Status		85	40	Normal	
46	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

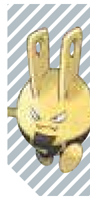
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Barrier	Psychic	Status			30	Self	
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Meditate	Psychic	Status			40	Self	
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○



MAGBY 240



FIRE

WEIGHT: 47.2 lbs.
GENDER: Male / Female
ABILITY: Flame Body
ITEMS: Magmarizer

HEIGHT: 2'04"

M/F HAVE SAME FORM

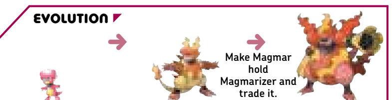


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body temperature is around 1,100 degrees F. It is healthy if it is breathing yellow flames.

PEARL Its body temperature is around 1,100 degrees F. It is healthy if it is breathing yellow flames.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

PEARL Route 227, Stark Mountain (After obtaining the National Pokédex, insert LeafGreen cartridge into your DS)

GBA After you discover its egg in LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP | EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Smog	Poison	Special	20	70	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
16	Faint Attack	Dark	Physical	60		20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	
25	Confuse Ray	Ghost	Status		100	10	Normal	
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
34	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
37	Flamethrower	Fire	Special	95	100	15	Normal	
43	Sunny Day	Fire	Status			5	All	
46	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES

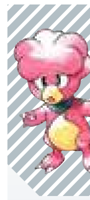
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Mega Punch	Normal	Physical	80	85	20	Normal	○
Barrier	Psychic	Status			30	Self	
Screech	Normal	Status		85	40	Normal	
Cross Chop	Fighting	Physical	100	80	5	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○





MILTANK

241

NORMAL

WEIGHT: 166.4 lbs.
GENDER: Female only
ABILITY: Thick Fat, Scrappy
ITEMS: Moomoo Milk

HEIGHT: 3'11"

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said that kids who drink Miltank's milk grow up to become hearty, healthy adults.

PEARL It is said that kids who drink Miltank's milk grow up to become hearty, healthy adults.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 209, Route 210 (Use Poké Radar)
PEARL Route 209, Route 210 (Use Poké Radar)
GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
5	Defense Curl	Normal	Status			40	Self	
8	Stomp	Normal	Physical	65	100	20	Normal	○
11	Milk Drink	Normal	Status			10	Self	
15	Bide	Normal	Physical			10	Self	○
19	Rollout	Rock	Physical	30	90	20	Normal	○
24	Body Slam	Normal	Physical	85	100	15	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Captivate	Normal	Status		100	20	Enemy2	
41	Gyro Ball	Steel	Physical		100	5	Normal	○
48	Heal Bell	Normal	Status			5	Ally2	
55	Wake-up Slap	Fighting	Physical	60	100	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Present	Normal	Physical		90	15	Normal	
Reversal	Fighting	Physical		100	15	Normal	○
Seismic Toss	Fighting	Physical		100	20	Normal	○
Endure	Normal	Status			10	Self	
Psych Up	Normal	Status			10	Normal	
Curse	???	Status			10	Normal/Self	
Helping Hand	Normal	Status			20	Ally1	
Sleep Talk	Normal	Status			10	DoM	
Dizzy Punch	Normal	Physical	70	100	10	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Punishment	Dark	Physical		100	5	Normal	○



BLISSEY

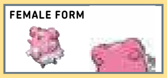
242

NORMAL

WEIGHT: 103.2 lbs.
GENDER: Female only
ABILITY: Natural Cure, Serene Grace
ITEMS: None

HEIGHT: 4'11"

FEMALE FORM

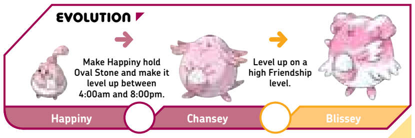


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND This kindhearted Pokémon nurses sick Pokémon to health. It senses feelings of sadness.

PEARL It is a Pokémon that delivers happiness. Eating its egg is said to make one kind to everyone.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Chansey level up on a high Friendship level.
PEARL Make Chansey level up on a high Friendship level.
GBA Evolve Chansey in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Refresh	Normal	Status			20	Self	
12	Softboiled	Normal	Status			10	Self	
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status			20	Self	
23	Sing	Normal	Status		55	15	Normal	
27	Fling	Dark	Physical		100	10	Normal	
31	Defense Curl	Normal	Status			40	Self	
34	Light Screen	Psychic	Status			30	Ally2	
38	Egg Bomb	Normal	Physical	100	75	10	Normal	
42	Healing Wish	Psychic	Status			10	Self	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



RAIKOU
243

ELECTRIC

WEIGHT: 392.4 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 6'03"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to have fallen with lightning. It can fire thunderbolts from the rain clouds on its back.

PEARL It is said to have fallen with lightning. It can fire thunderbolts from the rain clouds on its back.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it either in FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
8	ThunderShock	Electric	Special	40	100	30	Normal	
15	Roar	Normal	Status		100	20	Normal	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Spark	Electric	Physical	65	100	20	Normal	○
36	Reflect	Psychic	Status			20	Ally2	
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Thunder Fang	Electric	Physical	65	95	15	Normal	○
57	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
64	Extrasensory	Psychic	Special	80	100	30	Normal	
71	Thunder	Electric	Special	120	70	10	Normal	
78	Calm Mind	Psychic	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



ENTEI
244

FIRE

WEIGHT: 436.5 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 6'11"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said that when it roars, a volcano erupts somewhere around the globe.

PEARL It is said that when it roars, a volcano erupts somewhere around the globe.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it either in FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
8	Ember	Fire	Special	40	100	25	Normal	
15	Roar	Normal	Status		100	20	Normal	
22	Fire Spin	Fire	Special	15	70	15	Normal	
29	Stomp	Normal	Physical	65	100	20	Normal	○
36	Flamethrower	Fire	Special	95	100	15	Normal	
43	Swagger	Normal	Status		90	15	Normal	
50	Fire Fang	Fire	Physical	65	95	15	Normal	○
57	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
64	Extrasensory	Psychic	Special	80	100	30	Normal	
71	Fire Blast	Fire	Special	120	85	5	Normal	
78	Calm Mind	Psychic	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

SUICUNE 245



WATER

WEIGHT: 412.3 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 6'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It races around the world to purify fouled water. It dashes away with the north wind.

PEARL t races around the world to purify fouled water. It dashes away with the north wind.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it either in FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	◯
Basic	Leer	Normal	Status		100	30	Enemy2	
8	BubbleBeam	Water	Special	65	100	20	Normal	
15	Rain Dance	Water	Status			5	All	
22	Gust	Flying	Special	40	100	35	Normal	
29	Aurora Beam	Ice	Special	65	100	20	Normal	
36	Mist	Ice	Status			30	Ally2	
43	Mirror Coat	Psychic	Special		100	20	Self	
50	Ice Fang	Ice	Physical	65	95	15	Normal	◯
57	Tailwind	Flying	Status			30	Ally2	
64	Extrasensory	Psychic	Special	80	100	30	Normal	
71	Hydro Pump	Water	Special	120	80	5	Normal	
78	Calm Mind	Psychic	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical		100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

LARVITAR 246



ROCK
GROUND

WEIGHT: 158.7 lbs.
GENDER: Female only
ABILITY: Guts
ITEMS: None

HEIGHT: 2'00"

FEMALE FORM

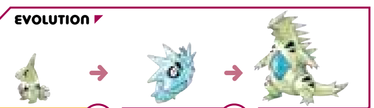


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that eats soil. Once it has eaten a large mountain, it goes to sleep so it can grow.

PEARL A Pokémon that eats soil. Once it has eaten a large mountain, it goes to sleep so it can grow.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 207 (Use Poké Radar)

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	◯
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Sandstorm	Rock	Status			10	All	
10	Screech	Normal	Status		85	40	Normal	
14	Rock Slide	Rock	Physical	75	90	10	Enemy2	
19	Scary Face	Normal	Status		90	10	Normal	
23	Thrash	Normal	Physical	90	100	20	Random1	◯
28	Dark Pulse	Dark	Special	80	100	15	Normal	
32	Payback	Dark	Physical	50	100	10	Normal	◯
37	Crunch	Dark	Physical	80	100	15	Normal	◯
41	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
46	Stone Edge	Rock	Physical	100	80	5	Normal	
50	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	◯
Stomp	Normal	Physical	65	100	20	Normal	◯
Outrage	Dragon	Physical	120	100	15	Random1	◯
Focus Energy	Normal	Status			30	Self	
AncientPower	Rock	Special	60	100	5	Normal	
Dragon Dance	Dragon	Status			20	Self	
Curse	???	Status			10	Normal/Self	
Iron Defense	Steel	Status			15	Self	
Assurance	Dark	Physical	50	100	10	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯

PUPITAR 247



ROCK
GROUND

WEIGHT: 335.1 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM

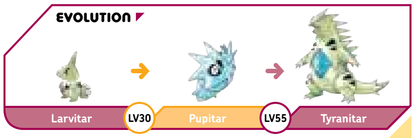


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is as hard as bedrock. By venting pressurized gas, it can launch itself like a rocket.

PEARL Its body is as hard as bedrock. By venting pressurized gas, it can launch itself like a rocket.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Larvitar level up to Lv30

GBA Evolve Larvitar in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Sandstorm	Rock	Status			10	All	
Basic	Screech	Normal	Status		85	40	Normal	
5	Sandstorm	Rock	Status			10	All	
10	Screech	Normal	Status		85	40	Normal	
14	Rock Slide	Rock	Physical	75	90	10	Enemy2	
19	Scary Face	Normal	Status		90	10	Normal	
23	Thrash	Normal	Physical	90	100	20	Random1	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
54	Stone Edge	Rock	Physical	100	80	5	Normal	
60	Hyper Beam	Normal	Special	150	90	5	Normal	

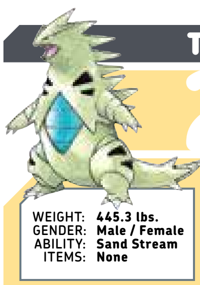
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

TYRANITAR 248



ROCK
DARK

WEIGHT: 445.3 lbs.
GENDER: Male / Female
ABILITY: Sand Stream
ITEMS: None

HEIGHT: 6'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If it rampages, it knocks down mountains and buries rivers. Maps must be redrawn afterward.

PEARL If it rampages, it knocks down mountains and buries rivers. Maps must be redrawn afterward.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Pupitar level up to Lv55.

GBA Evolve Pupitar in either FireRed or LeafGreen and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Sandstorm	Rock	Status			10	All	
Basic	Screech	Normal	Status		85	40	Normal	
5	Sandstorm	Rock	Status			10	All	
10	Screech	Normal	Status		85	40	Normal	
14	Rock Slide	Rock	Physical	75	90	10	Enemy2	
19	Scary Face	Normal	Status		90	10	Normal	
23	Thrash	Normal	Physical	90	100	20	Random1	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
54	Stone Edge	Rock	Physical	100	80	5	Normal	
70	Hyper Beam	Normal	Special	150	90	5	Normal	

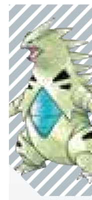
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

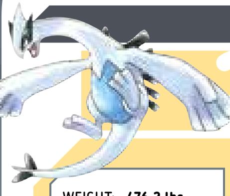






LUGIA

249



PSYCHIC
FLYING

WEIGHT: **476.2 lbs.**
GENDER: **Unknown**
ABILITY: **Pressure**
ITEMS: **None**

HEIGHT: **17'01"**

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sleeps in a deep-sea trench. If it flaps its wings, it is said to cause a 40-day storm.

PEARL It sleeps in a deep-sea trench. If it flaps its wings, it is said to cause a 40-day storm.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.*

* Only available through distribution at special events, or by playing Pokémon XD for Nintendo GameCube and then transferring it to your GBA game.

EGG GROUP — EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Whirlwind	Normal	Status		100	20	Normal	
9	Safeguard	Normal	Status			25	Ally2	
15	Gust	Flying	Special	40	100	35	Normal	
23	Recover	Normal	Status			10	Self	
29	Hydro Pump	Water	Special	120	80	5	Normal	
37	Rain Dance	Water	Status			5	All	
43	Swift	Normal	Special	60		20	Enemy2	
51	Natural Gift	Normal	Physical		100	15	Normal	
57	AncientPower	Rock	Special	60	100	5	Normal	
65	Extrasensory	Psychic	Special	80	100	30	Normal	
71	Punishment	Dark	Physical		100	5	Normal	○
79	Future Sight	Psychic	Special	80	90	15	Normal	
85	Aeroblast	Flying	Special	100	95	5	Normal	
93	Calm Mind	Psychic	Status			20	Self	
99	Sky Attack	Flying	Physical	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

HO-OH

250



FIRE
FLYING

WEIGHT: **438.7 lbs.**
GENDER: **Unknown**
ABILITY: **Pressure**
ITEMS: **None**

HEIGHT: **12'06"**

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its feathers are in seven colors. It is said that anyone seeing it is promised eternal happiness.

PEARL Its feathers are in seven colors. It is said that anyone seeing it is promised eternal happiness.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either FireRed or LeafGreen, transfer it to Pal Park by Dual Slot.*

* Only available through distribution at special events, or by playing Pokémon Colosseum for Nintendo GameCube and then transferring it to your GBA game.

EGG GROUP — EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Whirlwind	Normal	Status		100	20	Normal	
9	Safeguard	Normal	Status			25	Ally2	
15	Gust	Flying	Special	40	100	35	Normal	
23	Recover	Normal	Status			10	Self	
29	Fire Blast	Fire	Special	120	85	5	Normal	
37	Sunny Day	Fire	Status			5	All	
43	Swift	Normal	Special	60		20	Enemy2	
51	Natural Gift	Normal	Physical		100	15	Normal	
57	AncientPower	Rock	Special	60	100	5	Normal	
65	Extrasensory	Psychic	Special	80	100	30	Normal	
71	Punishment	Dark	Physical		100	5	Normal	○
79	Future Sight	Psychic	Special	80	90	15	Normal	
85	Sacred Fire	Fire	Physical	100	95	5	Normal	
93	Calm Mind	Psychic	Status			20	Self	
99	Sky Attack	Flying	Physical	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM51	Roost	Flying	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



CELEBI 251

PSYCHIC
GRASS

WEIGHT: 11.0 lbs.
GENDER: Unknown
ABILITY: Natural Cure
ITEMS: None

HEIGHT: 2'00"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the power to travel across time, but it is said to appear only in peaceful times.

PEARL It has the power to travel across time, but it is said to appear only in peaceful times.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in one of GBA Pokémon series and transfer it to Pal Park by Dual Slot.*

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news and opportunities to catch these Pokémon.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leech Seed	Grass	Status		90	10	Normal	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Recover	Normal	Status			10	Self	
Basic	Heal Bell	Normal	Status			5	All Allies	
10	Safeguard	Normal	Status			25	Ally2	
19	Magical Leaf	Grass	Special	60		20	Normal	
28	AncientPower	Rock	Special	60	100	5	Normal	
37	Baton Pass	Normal	Status			40	Self	
46	Natural Gift	Normal	Physical		100	15	Normal	
55	Heal Block	Psychic	Status		100	15	Enemy2	
64	Future Sight	Psychic	Special	80	90	15	Normal	
73	Healing Wish	Psychic	Status			10	Self	
82	Leaf Storm	Grass	Special	140	90	5	Normal	
91	Perish Song	Normal	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○



TREECKO 252

GRASS

WEIGHT: 11.0 lbs.
GENDER: Male
ABILITY: Overgrow
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

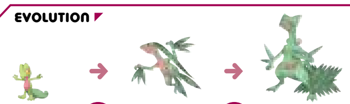


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The soles of its feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.

PEARL The soles of its feet are covered by countless tiny spikes, enabling it to walk on walls and ceilings.

EVOLUTION



Treecko → LV16 → Grovyle → LV36 → Sceptile

MAIN METHODS TO OBTAIN

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Absorb	Grass	Special	20	100	25	Normal	
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	Pursuit	Dark	Physical	40	100	20	Normal	○
21	Screech	Normal	Status		85	40	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	
31	Agility	Psychic	Status			30	Self	
36	Slam	Normal	Physical	80	75	20	Normal	○
41	Detect	Fighting	Status			5	Self	
46	Giga Drain	Grass	Special	60	100	10	Normal	
51	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Mud Sport	Ground	Status			15	All	
Endeavor	Normal	Physical		100	5	Normal	○
Leech Seed	Grass	Status		90	10	Normal	
DragonBreath	Dragon	Special	60	100	20	Normal	
Crush Claw	Normal	Physical	75	95	10	Normal	○
Worry Seed	Grass	Status		100	10	Normal	
Double Kick	Fighting	Physical	30	100	30	Normal	○
GrassWhistle	Grass	Status		55	15	Normal	
Synthesis	Grass	Status			5	Self	
Magical Leaf	Grass	Special	60		20	Normal	
Leaf Storm	Grass	Special	140	90	5	Normal	





GROVYLE

253



GRASS

WEIGHT: 47.6 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in dense jungles. While closing in on its prey, it leaps from branch to branch.

PEARL It lives in dense jungles. While closing in on its prey, it leaps from branch to branch.

EVOLUTION



Treecko → LV16 → Grovyle → LV36 → Sceptile

MAIN METHODS TO OBTAIN

GBA Evolve Treecko in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER, DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	Fury Cutter	Bug	Physical	10	95	20	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status		85	40	Normal	
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status			30	Self	
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Detect	Fighting	Status			5	Self	
53	False Swipe	Normal	Physical	40	100	40	Normal	○
59	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

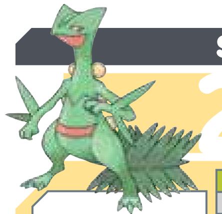
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	89	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SCEPTILE

254



GRASS

WEIGHT: 115.1 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

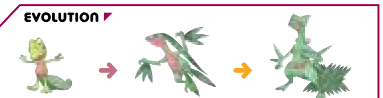


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The leaves that grow on its arms can slice down thick trees. It is unmatched in jungle combat.

PEARL The leaves that grow on its arms can slice down thick trees. It is unmatched in jungle combat.

EVOLUTION



Treecko → LV16 → Grovyle → LV36 → Sceptile

MAIN METHODS TO OBTAIN

GBA Evolve Grovyle in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER, DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Night Slash	Dark	Physical	70	100	15	Normal	○
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	X-Scissor	Bug	Physical	80	100	15	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status		85	40	Normal	
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status			30	Self	
43	Slam	Normal	Physical	80	75	20	Normal	○
51	Detect	Fighting	Status			5	Self	
59	False Swipe	Normal	Physical	40	100	40	Normal	○
67	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Frenzy Plant	Grass	Special	150	90	5	Normal	



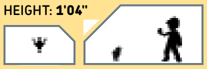
TORCHIC

255

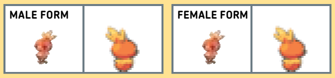
FIRE

WEIGHT: **5.5 lbs.**
GENDER: **Male / Female**
ABILITY: **Blaze**
ITEMS: **None**

HEIGHT: **1'04"**



MALE FORM / FEMALE FORM

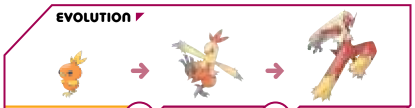


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,800 degrees F.

PEARL A fire burns inside, so it feels very warm to hug. It launches fireballs of 1,800 degrees F.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
7	Focus Energy	Normal	Status			30	Self	
10	Ember	Fire	Special	40	100	25	Normal	
16	Peck	Flying	Physical	35	100	35	Normal	○
19	Sand-Attack	Ground	Status		100	15	Normal	
25	Fire Spin	Fire	Special	15	70	15	Normal	
28	Quick Attack	Normal	Physical	40	100	30	Normal	○
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Mirror Move	Flying	Status			20	DoM	
43	Flamethrower	Fire	Special	95	100	15	Normal	

BATTLE MOVES

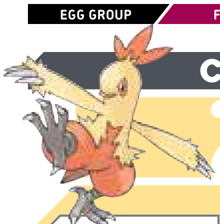
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Reversal	Fighting	Physical		100	15	Normal	○
Endure	Normal	Status			10	Self	
Swagger	Normal	Status		90	15	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Baton Pass	Normal	Status			40	Self	
Agility	Psychic	Status			30	Self	
Night Slash	Dark	Physical	70	100	15	Normal	○
Last Resort	Normal	Physical	130	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	



COMBUSKEN

256

FIRE
FIGHTING

WEIGHT: **43.0 lbs.**
GENDER: **Male / Female**
ABILITY: **Blaze**
ITEMS: **None**

HEIGHT: **2'11"**



MALE FORM / FEMALE FORM

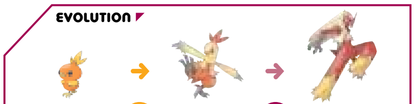


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its kicking mastery lets it loose 10 kicks per second. It emits sharp cries to intimidate foes.

PEARL Its kicking mastery lets it loose 10 kicks per second. It emits sharp cries to intimidate foes.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Torchic in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

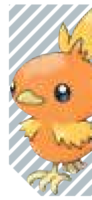
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Focus Energy	Normal	Status			30	Self	
13	Ember	Fire	Special	40	100	25	Normal	
16	Double Kick	Fighting	Physical	30	100	30	Normal	○
17	Peck	Flying	Physical	35	100	35	Normal	○
21	Sand-Attack	Ground	Status		100	15	Normal	
28	Bulk Up	Fighting	Status			20	Self	
32	Quick Attack	Normal	Physical	40	100	30	Normal	○
39	Slash	Normal	Physical	70	100	20	Normal	○
43	Mirror Move	Flying	Status			20	DoM	
50	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
54	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







BLAZIKEN 257



FIRE **FIGHTING**

WEIGHT: **114.6 lbs.**
GENDER: **Male / Female**
ABILITY: **Blaze**
ITEMS: **None**

HEIGHT: **6'03"**





HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Flames spout from its wrists, enveloping its knuckles. Its punches scorch its foes.

PEARL Flames spout from its wrists, enveloping its knuckles. Its punches scorch its foes.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Combusken in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Focus Energy	Normal	Status			30	Self	
13	Ember	Fire	Special	40	100	25	Normal	
16	Double Kick	Fighting	Physical	30	100	30	Normal	○
17	Peck	Flying	Physical	35	100	35	Normal	○
21	Sand-Attack	Ground	Status		100	15	Normal	
28	Bulk Up	Fighting	Status			20	Self	
32	Quick Attack	Normal	Physical	40	100	30	Normal	○
36	Blaze Kick	Fire	Physical	85	90	10	Normal	○
42	Slash	Normal	Physical	70	100	20	Normal	○
49	Brave Bird	Flying	Physical	120	100	15	Normal	○
59	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Blast Burn	Fire	Special	150	90	5	Normal	

MUDKIP 258



WATER

WEIGHT: **16.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Torrent**
ITEMS: **None**

HEIGHT: **1'04"**



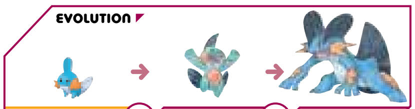


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To alert it, the fin on its head senses the flow of water. It has the strength to heft boulders.

PEARL To alert it, the fin on its head senses the flow of water. It has the strength to heft boulders.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

PEARL Discover its egg.

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
6	Mud-Slap	Ground	Special	20	100	10	Normal	
10	Water Gun	Water	Special	40	100	25	Normal	
15	Bide	Normal	Physical			10	Self	○
19	Foresight	Normal	Status			40	Normal	
24	Mud Sport	Ground	Status			15	All	
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Whirlpool	Water	Special	15	70	15	Normal	
37	Protect	Normal	Status			10	Self	
42	Hydro Pump	Water	Special	120	80	5	Normal	
46	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Refresh	Normal	Status			20	Self	
Uproar	Normal	Special	50	100	10	Random1	
Curse	???	Status			10	Normal/Self	
Stomp	Normal	Physical	65	100	20	Normal	○
Ice Ball	Ice	Physical	30	90	20	Normal	○
Mirror Coat	Psychic	Special		100	20	Self	
Counter	Fighting	Physical		100	20	Self	○
AncientPower	Rock	Special	60	100	5	Normal	
Whirlpool	Water	Special	15	70	15	Normal	
Bite	Dark	Physical	60	100	25	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	

MARSHTOMP 259



WATER
GROUND

WEIGHT: 61.7 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 2'04"



M/F HAVE SAME FORM

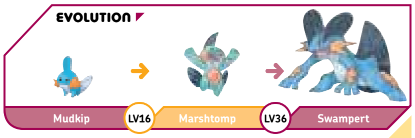


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its sturdy legs give it sure footing, even in mud. It burrows into dirt to sleep.

PEARL Its sturdy legs give it sure footing, even in mud. It burrows into dirt to sleep.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Mudkip in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Water Gun	Water	Special	40	100	25	Normal	
6	Mud-Slap	Ground	Special	20	100	10	Normal	
10	Water Gun	Water	Special	40	100	25	Normal	
15	Bide	Normal	Physical			10	Self	○
16	Mud Shot	Ground	Special	55	95	15	Normal	
20	Foresight	Normal	Status			40	Normal	
25	Mud Bomb	Ground	Special	65	85	10	Normal	
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Muddy Water	Water	Special	95	85	10	Enemy2	
42	Protect	Normal	Status			10	Self	
46	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
53	Endeavor	Normal	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

SWAMPERT 260



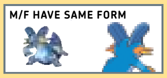
WATER
GROUND

WEIGHT: 180.6 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 4'11"



M/F HAVE SAME FORM

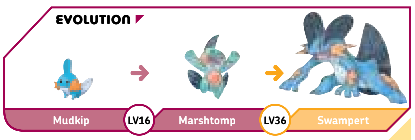


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

PEARL It can swim while towing a large ship. It bashes down foes with a swing of its thick arms.

EVOLUTION



MAIN METHODS TO OBTAIN

GBA Evolve Marshtomp in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER | WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Water Gun	Water	Special	40	100	25	Normal	
6	Mud Slap	Ground	Special	20	100	10	Normal	
10	Water Gun	Water	Special	40	100	25	Normal	
15	Bide	Normal	Physical			10	Self	○
16	Mud Shot	Ground	Special	55	95	15	Normal	
20	Foresight	Normal	Status			40	Normal	
25	Mud Bomb	Ground	Special	65	85	10	Normal	
31	Take Down	Normal	Physical	90	85	20	Normal	○
39	Muddy Water	Water	Special	95	85	10	Enemy2	
46	Protect	Normal	Status			10	Self	
52	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
61	Endeavor	Normal	Physical		100	5	Normal	○
69	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

BATTLE MOVES

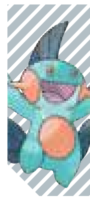
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Cannon	Water	Special	150	90	5	Normal	







POOCHYENA 261



DARK

WEIGHT: 30.0 lbs.
GENDER: Male / Female
ABILITY: Run Away, Quick Feet
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

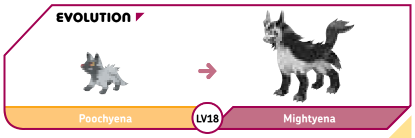


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon with a persistent nature, it chases its chosen prey until the prey becomes exhausted.

PEARL A Pokémon with a persistent nature, it chases its chosen prey until the prey becomes exhausted.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Howl	Normal	Status			40	Self	
9	Sand-Attack	Ground	Status		100	15	Normal	
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Odor Sleuth	Normal	Status			40	Normal	
21	Roar	Normal	Status		100	20	Normal	
25	Swagger	Normal	Status		90	15	Normal	
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Scary Face	Normal	Status		90	10	Normal	
37	Taunt	Dark	Status		100	20	Normal	
41	Embargo	Dark	Status		100	15	Normal	
45	Take Down	Normal	Physical	90	85	20	Normal	○
49	Sucker Punch	Dark	Physical	80	100	5	Normal	○
53	Crunch	Dark	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Astonish	Ghost	Physical	30	100	15	Normal	○
Poison Fang	Poison	Physical	50	100	15	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Leer	Normal	Status		100	30	Enemy2	
Yawn	Normal	Status			10	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Me First	Normal	Status			20	DoM	

MIGHTYENA 262



DARK

WEIGHT: 81.6 lbs.
GENDER: Male / Female
ABILITY: Intimidate, Quick Feet
ITEMS: Pecha Berry

HEIGHT: 3'03"

M/F HAVE SAME FORM

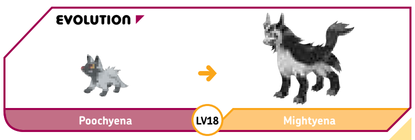


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It chases down prey in a pack. It will never disobey the commands of a skilled Trainer.

PEARL It chases down prey in a pack. It will never disobey the commands of a skilled Trainer.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 214, Route 215 (Use Poké Radar)

GBA Evolve Poochyena in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Howl	Normal	Status			40	Self	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
5	Howl	Normal	Status			40	Self	
9	Sand-Attack	Ground	Status		100	15	Normal	
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Odor Sleuth	Normal	Status			40	Normal	
22	Roar	Normal	Status		100	20	Normal	
27	Swagger	Normal	Status		90	15	Normal	
32	Assurance	Dark	Physical	50	100	10	Normal	○
37	Scary Face	Normal	Status		90	10	Normal	
42	Taunt	Dark	Status		100	20	Normal	
47	Embargo	Dark	Status		100	15	Normal	
52	Take Down	Normal	Physical	90	85	20	Normal	○
57	Thief	Dark	Physical	40	100	10	Normal	○
62	Sucker Punch	Dark	Physical	80	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

ZIGZAGOON

263



NORMAL

WEIGHT: 38.6 lbs.
GENDER: Male / Female
ABILITY: Pickup, Gluttony
ITEMS: Oran Berry

HEIGHT: 1'04"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It walks in zigzag fashion. It is good at finding items in the grass and even in the ground.

PEARL It walks in zigzag fashion. It is good at finding items in the grass and even in the ground.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 202 (Mass outbreak)

PEARL Route 202 (Mass outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status		100	15	Normal	
17	Odor Sleuth	Normal	Status			40	Normal	
21	Mud Sport	Ground	Status			15	All	
25	Pin Missile	Bug	Physical	14	85	20	Normal	
29	Covet	Normal	Physical	40	100	40	Normal	○
33	Flail	Normal	Physical		100	15	Normal	○
37	Rest	Psychic	Status			10	Self	
41	Belly Drum	Normal	Status			10	Self	
45	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Charm	Normal	Status		100	20	Normal	
Pursuit	Dark	Physical	40	100	20	Normal	○
Substitute	Normal	Status			10	Self	
Tickle	Normal	Status		100	20	Normal	
Trick	Psychic	Status		100	10	Normal	
Helping Hand	Normal	Status			20	Ally1	
Mud-Slap	Ground	Special	20	100	10	Normal	

LINOONE

264



NORMAL

WEIGHT: 71.6 lbs.
GENDER: Male / Female
ABILITY: Pickup, Gluttony
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

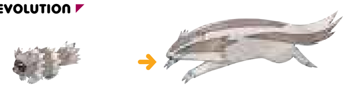


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It charges prey at speeds over 60 mph. However, because it can only run straight, it often fails.

PEARL It charges prey at speeds over 60 mph. However, because it can only run straight, it often fails.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Zigzagoon level up to Lv20.

PEARL Make Zigzagoon level up to Lv20.

GBA Evolve Linoone in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Switcheroo	Dark	Status		100	10	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Tail Whip	Normal	Status		100	30	Enemy2	
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status		100	15	Normal	
17	Odor Sleuth	Normal	Status			40	Normal	
23	Mud Sport	Ground	Status			15	All	
29	Fury Swipes	Normal	Physical	18	80	15	Normal	○
35	Covet	Normal	Physical	40	100	40	Normal	○
41	Slash	Normal	Physical	70	100	20	Normal	○
47	Rest	Psychic	Status			10	Self	
53	Belly Drum	Normal	Status			10	Self	
59	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



WURMPLE 265



BUG

WEIGHT: 7.9 lbs.
GENDER: Male / Female
ABILITY: Shield Dust
ITEMS: None

HEIGHT: 1'00"



M/F HAVE SAME FORM

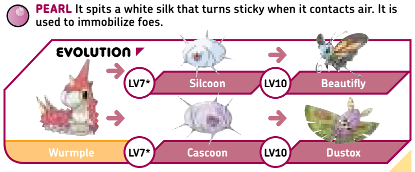


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves to eat leaves. If it is attacked by a Starly, it will defend itself with its spiked rear.

PEARL It spits a white silk that turns sticky when it contacts air. It is used to immobilize foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest, Put Honey on a Honey Tree

PEARL Eterna Forest, Put Honey on a Honey Tree

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

*Wurmple will evolve into either Silcoon or Cascoon at Lv7.



LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	String Shot	Bug	Status		95	40	Enemy2	
5	Poison Sting	Poison	Physical	15	100	35	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

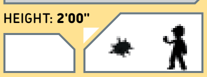
SILCOON 266



BUG

WEIGHT: 22.0 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: None

HEIGHT: 2'00"



M/F HAVE SAME FORM

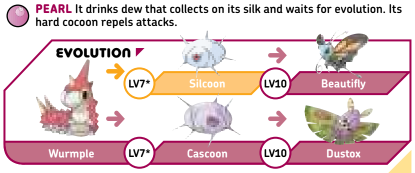


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It anchors itself by wrapping twigs with the silk from its body. It motionlessly awaits evolution.

PEARL It drinks dew that collects on its silk and waits for evolution. Its hard cocoon repels attacks.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest, Put Honey on a Honey Tree

PEARL Make Wurmple level up to Lv7, Put Honey on a Honey Tree

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

* Wurmple will evolve into either Silcoon or Cascoon at Lv7.



LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Harden	Normal	Status			30	Self	
7	Harden	Normal	Status			30	Self	

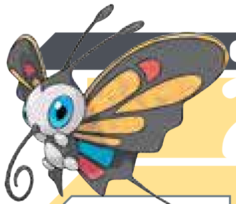
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BEAUTIFLY 267



BUG
FLYING

WEIGHT: 62.6 lbs.
GENDER: Male / Female
ABILITY: Swarm
ITEMS: Shed Shell

HEIGHT: 3'03"



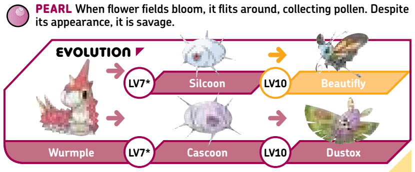




HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has an aggressive nature. It stabs prey with its long, narrow mouth to drain the prey's fluids.

PEARL When flower fields bloom, it flits around, collecting pollen. Despite its appearance, it is savage.



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest, Route 204, Route 230

PEARL Route 204, Route 224, Route 230

GBA After you catch it in either Ruby, Sapphire and Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

* Wurmple will evolve into either Silcoon or Cascoon at Lv7.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
10	Absorb	Grass	Special	20	100	25	Normal	
13	Gust	Flying	Special	40	100	35	Normal	
17	Stun Spore	Grass	Status		75	30	Normal	
20	Morning Sun	Normal	Status			5	Self	
24	Mega Drain	Grass	Special	40	100	15	Normal	
27	Whirlwind	Normal	Status		100	20	Normal	
31	Attract	Normal	Status		100	15	Normal	
34	Silver Wind	Bug	Special	60	100	5	Normal	
38	Giga Drain	Grass	Special	60	100	10	Normal	
41	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	

CASCOON 268

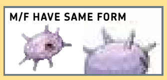


BUG

WEIGHT: 25.4 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: None

HEIGHT: 2'04"

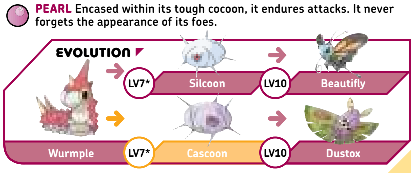




HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is hot inside its cocoon. All the cells in its body create the energy for it to evolve.

PEARL Encased within its tough cocoon, it endures attacks. It never forgets the appearance of its foes.



MAIN METHODS TO OBTAIN

DIAMOND Make Wurmple level up to Lv7

PEARL Eterna Forest

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

* Wurmple will evolve into either Silcoon or Cascoon at Lv7.

LEARNED ATTACKS

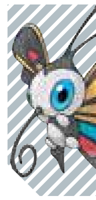
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Harden	Normal	Status			30	Self	
7	Harden	Normal	Status			30	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA







DUSTOX

269



BUG
POISON

WEIGHT: 69.7 lbs.
GENDER: Male / Female
ABILITY: Shield Dust
ITEMS: Shed Shell

HEIGHT: 3'11"

MALE FORM

FEMALE FORM

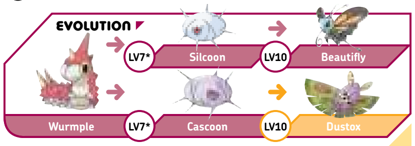


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A nocturnal Pokémon. Drawn by streetlights, they messily eat the leaves of trees lining boulevards.

PEARL It violently flutters its wings to scatter toxic dust when attacked. It becomes active after sunset.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Cascoon level up to Lv10.

PEARL Eterna Forest, Route 230

GBA Evolve Cascoon in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | BUG

* Wurmple will evolve into either Silcoon or Cascoon at Lv7.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Confusion	Psychic	Special	50	100	25	Normal	
10	Confusion	Psychic	Special	50	100	25	Normal	
13	Gust	Flying	Special	40	100	35	Normal	
17	Protect	Normal	Status			10	Self	
20	Moonlight	Normal	Status			5	Self	
24	Psybeam	Psychic	Special	65	100	20	Normal	
27	Whirlwind	Normal	Status		100	20	Normal	
31	Light Screen	Psychic	Status			30	Ally2	
34	Silver Wind	Bug	Special	60	100	5	Normal	
38	Toxic	Poison	Status		85	10	Normal	
41	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

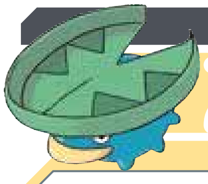
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	

LOTAD

270



WATER
GRASS

WEIGHT: 5.7 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Rain Dish
ITEMS: None

HEIGHT: 1'08"

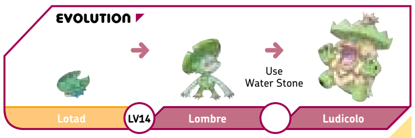
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It looks like an aquatic plant and serves as a ferry to Pokémon that can't swim.

PEARL It looks like an aquatic plant and serves as a ferry to Pokémon that can't swim.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Route 203, Route 204 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA After you catch it either in Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
5	Absorb	Grass	Special	20	100	25	Normal	
7	Nature Power	Normal	Status			20	DoM	
11	Mist	Ice	Status			30	Ally2	
15	Natural Gift	Normal	Physical		100	15	Normal	
19	Mega Drain	Grass	Special	40	100	15	Normal	
27	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Rain Dance	Water	Status			5	All	
43	Energy Ball	Grass	Special	80	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Synthesis	Grass	Status			5	Self	
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Sweet Scent	Normal	Status		100	20	Enemy2	
Leech Seed	Grass	Status		90	10	Normal	
Flail	Normal	Physical		100	15	Normal	○
Water Gun	Water	Special	40	100	25	Normal	
Tickle	Normal	Status		100	20	Normal	

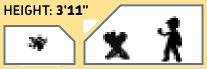
LOMBRE 271



WATER
GRASS

WEIGHT: **71.6 lbs.**
GENDER: **Male / Female**
ABILITY: **Swift Swim, Rain Dish**
ITEMS: **None**

HEIGHT: **3'11"**



M/F HAVE SAME FORM

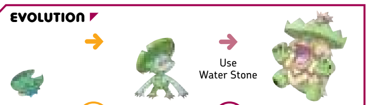


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a mischievous spirit. If it spots an angler, it will tug on the fishing line to interfere.

PEARL It has a mischievous spirit. If it spots an angler, it will tug on the fishing line to interfere.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 212 on Pastoria City Side, Route 229 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Route 212 on Pastoria City Side, Route 229 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA Evolve Lombre in either Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Growl	Normal	Status		100	40	Enemy2	
5	Absorb	Grass	Special	20	100	25	Normal	
7	Nature Power	Normal	Status			20	DoM	
11	Fake Out	Normal	Physical	40	100	10	Normal	○
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Water Sport	Water	Status			15	All	
27	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Uproar	Normal	Special	50	100	10	Random1	
43	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

LUDICOLO 272



WATER
GRASS

WEIGHT: **121.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Swift Swim, Rain Dish**
ITEMS: **None**

HEIGHT: **4'11"**



MALE FORM



FEMALE FORM

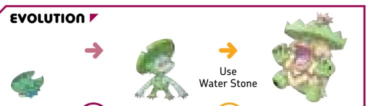


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND If it hears festive music, all its muscles fill with energy. It can't help breaking out into a dance.

PEARL If it hears festive music, all its muscles fill with energy. It can't help breaking out into a dance.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Water Stone on Lombre.

PEARL Use Water Stone on Lombre.

GBA After it evolves in either in Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Mega Drain	Grass	Special	40	100	15	Normal	
Basic	Nature Power	Normal	Status			20	DoM	

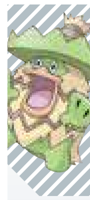
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○







SEEDOT 273



GRASS

WEIGHT: 8.8 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Early Bird
ITEMS: None

HEIGHT: 1'08"

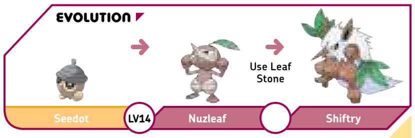
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

PEARL When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

PEARL Route 203, Route 204 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

GBA After you catch it in either Ruby or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bide	Normal	Physical			10	Self	○
3	Harden	Normal	Status			30	Self	
7	Growth	Normal	Status			40	Self	
13	Nature Power	Normal	Status			20	DoM	
21	Synthesis	Grass	Status			5	Self	
31	Sunny Day	Fire	Status			5	All	
43	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Leech Seed	Grass	Status		90	10	Normal	
Amnesia	Psychic	Status			20	Self	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	Enemy2	
Take Down	Normal	Physical	90	85	20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Worry Seed	Grass	Status		100	10	Normal	
Nasty Plot	Dark	Status			20	Self	

NUZLEAF 274



GRASS
DARK

WEIGHT: 61.7 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Early Bird
ITEMS: None

HEIGHT: 3'03"

MALE FORM

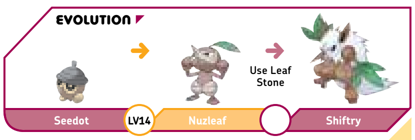
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The sound of its grass flute makes its listeners uneasy. It lives deep in forests.

PEARL The sound of its grass flute makes its listeners uneasy. It lives deep in forests.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 210 on Solaceon Town side, Route 229 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

PEARL Route 210 on Solaceon Town side, Route 229 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

GBA After you catch it in either Ruby or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
3	Harden	Normal	Status			30	Self	
7	Growth	Normal	Status			40	Self	
13	Nature Power	Normal	Status			20	DoM	
19	Fake Out	Normal	Physical	40	100	10	Normal	○
25	Torment	Dark	Status		100	15	Normal	
31	Faint Attack	Dark	Physical	60		20	Normal	○
37	Razor Wind	Normal	Special	80	100	10	Enemy2	
43	Swagger	Normal	Status		90	15	Normal	
49	Extrasensory	Psychic	Special	80	100	30	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SHIFTRY

275

GRASS
DARK

WEIGHT: **131.4 lbs.**
GENDER: **Male / Female**
ABILITY: **Chlorophyll, Early Bird**
ITEMS: **None**

HEIGHT: **4'03"**



MALE FORM



FEMALE FORM

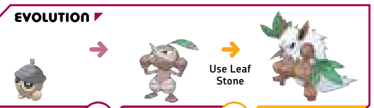


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND By flapping its leafy fan, it can whip up gusts of 100 ft/second that can level houses.

PEARL By flapping its leafy fan, it can whip up gusts of 100 ft/second that can level houses.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Leaf Stone on Nuzleaf

PEARL Use Leaf Stone on Nuzleaf

GBA Evolve Seedot in either Ruby or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP	FIELD	GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Faint Attack	Dark	Physical	60		20	Normal	○
Basic	Whirlwind	Normal	Status		100	20	Normal	
Basic	Nasty Plot	Dark	Status			20	Self	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
49	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



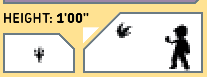
TAILLOW

276

NORMAL
FLYING

WEIGHT: **5.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Guts**
ITEMS: **None**

HEIGHT: **1'00"**



M/F HAVE SAME FORM

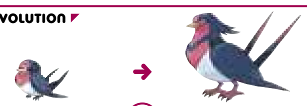


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a gutsy spirit that makes it bravely take on tough foes. It flies in search of warm climates.

PEARL It has a gutsy spirit that makes it bravely take on tough foes. It flies in search of warm climates.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

PEARL Discover its egg.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP	FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
4	Focus Energy	Normal	Status			30	Self	
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Wing Attack	Flying	Physical	60	100	35	Normal	○
19	Double Team	Normal	Status			15	Self	
26	Endeavor	Normal	Physical		100	5	Normal	○
34	Aerial Ace	Flying	Physical	60		20	Normal	○
43	Agility	Psychic	Status			30	Self	
53	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

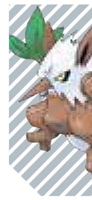
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

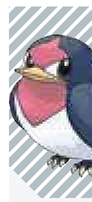
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Supersonic	Normal	Status		55	20	Normal	
Refresh	Normal	Status			20	Self	
Mirror Move	Flying	Status			20	DoM	
Rage	Normal	Physical	20	100	20	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	
Whirlwind	Normal	Status		100	20	Normal	
Brave Bird	Flying	Physical	120	100	15	Normal	○







SWELLOW

277



NORMAL
FLYING

WEIGHT: 43.7 lbs.
GENDER: Male / Female
ABILITY: Guts
ITEMS: Charti Berry

HEIGHT: 2'04"

M/F HAVE SAME FORM

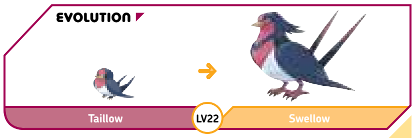


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It circles the sky in search of prey. When it spots one, it dives steeply to catch the prey.

PEARL It circles the sky in search of prey. When it spots one, it dives steeply to catch the prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213 (Use Poké Radar)

PEARL Route 213 (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pluck	Flying	Physical	60	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
4	Focus Energy	Normal	Status			30	Self	
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Wing Attack	Flying	Physical	60	100	35	Normal	○
19	Double Team	Normal	Status			15	Self	
28	Endeavor	Normal	Physical		100	5	Normal	○
38	Aerial Ace	Flying	Physical	60		20	Normal	○
49	Agility	Psychic	Status			30	Self	
61	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM05	Defog	Flying	Status			15	Normal	

WINGULL

278



WATER
FLYING

WEIGHT: 20.9 lbs.
GENDER: Male / Female
ABILITY: Keen Eye
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

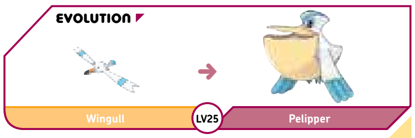


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes its nest on steep sea cliffs. Riding updrafts, it soars to great heights.

PEARL Catching sea winds with its long wings, it soars as if it were a glider. It folds its wings to rest.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213, Route 218, Route 221, Route 222, Fuego Ironworks

PEARL Route 213, Route 218, Route 221, Route 222, Fuego Ironworks

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
6	Supersonic	Normal	Status		55	20	Normal	
11	Wing Attack	Flying	Physical	60	100	35	Normal	○
16	Mist	Ice	Status			30	Ally2	
19	Water Pulse	Water	Special	60	100	20	Normal	
24	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Roost	Flying	Status			10	Self	
34	Pursuit	Dark	Physical	40	100	20	Normal	○
37	Agility	Psychic	Status			30	Self	
42	Aerial Ace	Flying	Physical	60		20	Normal	○
47	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mist	Ice	Status			30	Enemy2	
Twister	Dragon	Special	40	100	20	Enemy2	
Agility	Psychic	Status			30	Self	
Gust	Flying	Special	40	100	35	Normal	
Water Sport	Water	Status			15	All	
Aqua Ring	Water	Status			20	Self	
Knock Off	Dark	Physical	20	100	20	Normal	○



PELIPPER

279

WATER
FLYING

WEIGHT: 61.7 lbs.
GENDER: Male / Female
ABILITY: Keen Eye
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM

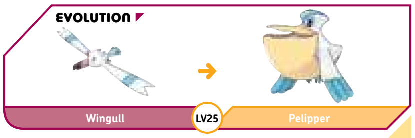


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It dips its large bill in the sea, then scoops up numerous prey along with water.

PEARL It acts as a delivery service by carrying small Pokémon in its bill. It bobs on the waves to rest.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 223, Route 224, Route 226, Route 230, Pokémon League (On water)

PEARL Route 223, Route 224, Route 226, Route 230, Pokémon League (On water)

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 1 | FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Water Sport	Water	Status			15	All	
Basic	Wing Attack	Flying	Physical	60	100	35	Normal	○
6	Supersonic	Normal	Status		55	20	Normal	
11	Wing Attack	Flying	Physical	60	100	35	Normal	○
16	Mist	Ice	Status			30	Ally2	
19	Water Pulse	Water	Special	60	100	20	Normal	
24	Payback	Dark	Physical	50	100	10	Normal	○
25	Protect	Normal	Status			10	Self	
31	Roost	Flying	Status			10	Self	
38	Stockpile	Normal	Status			20	Self	
38	Swallow	Normal	Status			10	Self	
38	Spit Up	Normal	Special		100	10	Normal	
43	Fling	Dark	Physical		100	10	Normal	
50	Tailwind	Flying	Status			30	Ally2	
57	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	



RALTS

280

PSYCHIC

WEIGHT: 14.6 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Trace
ITEMS: None

HEIGHT: 1'04"

M/F HAVE SAME FORM

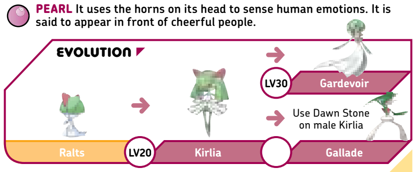


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses the horns on its head to sense human emotions. It is said to appear in front of cheerful people.

PEARL It uses the horns on its head to sense human emotions. It is said to appear in front of cheerful people.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204 (Use Poké Radar)

PEARL Route 203, Route 204 (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
6	Confusion	Psychic	Special	50	100	25	Normal	
10	Double Team	Normal	Status			15	Self	
12	Teleport	Psychic	Status			20	Self	
17	Lucky Chant	Normal	Status			30	Ally2	
21	Magical Leaf	Grass	Special	60		20	Normal	
23	Calm Mind	Psychic	Status			20	Self	
28	Psychic	Psychic	Special	90	100	10	Normal	
32	Imprison	Psychic	Status			10	Self	
34	Future Sight	Psychic	Special	80	90	15	Normal	
39	Charm	Normal	Status		100	20	Normal	
43	Hypnosis	Psychic	Status		70	20	Normal	
45	Dream Eater	Psychic	Special	100	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Disable	Normal	Status		80	20	Normal	
Will-O-Wisp	Fire	Status		75	15	Normal	
Mean Look	Normal	Status			5	Normal	
Memento	Dark	Status		100	10	Normal	
Destiny Bond	Ghost	Status			5	Self	
Grudge	Ghost	Status			5	Self	
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Confuse Ray	Ghost	Status		100	10	Normal	









KIRLIA

281

PSYCHIC

WEIGHT: 44.5 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Trace
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM

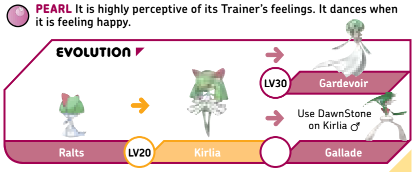


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is highly perceptive of its Trainer's feelings. It dances when it is feeling happy.

PEARL It is highly perceptive of its Trainer's feelings. It dances when it is feeling happy.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 203, Route 204 (Use Poké Radar)
PEARL Route 203, Route 204 (Use Poké Radar)
GBA Evolve Ralts in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Double Team	Normal	Status			15	Self	
Basic	Teleport	Psychic	Status			20	Self	
6	Confusion	Psychic	Special	50	100	25	Normal	
10	Double Team	Normal	Status			15	Self	
12	Teleport	Psychic	Status			20	Self	
17	Lucky Chant	Normal	Status			30	Ally2	
22	Magical Leaf	Grass	Special	60		20	Normal	
25	Calm Mind	Psychic	Status			20	Self	
31	Psychic	Psychic	Special	90	100	10	Normal	
36	Imprison	Psychic	Status			10	Self	
39	Future Sight	Psychic	Special	80	90	15	Normal	
45	Charm	Normal	Status		100	20	Normal	
50	Hypnosis	Psychic	Status		70	20	Normal	
53	Dream Eater	Psychic	Special	100	100	15	Normal	

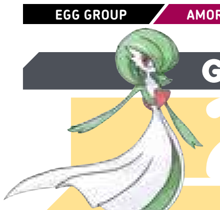
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	





GARDEVOIR

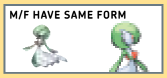
282

PSYCHIC

WEIGHT: 106.7 lbs.
GENDER: Male / Female
ABILITY: Synchronize, Trace
ITEMS: None

HEIGHT: 5'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It will try to guard its trusted Trainer with its life. It has the ability to see the future.

PEARL It will try to guard its trusted Trainer with its life. It has the ability to see the future.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Kirlia level up to Lv30.
PEARL Make Kirlia level up to Lv30.
GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Healing Wish	Psychic	Status			10	Self	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Double Team	Normal	Status			15	Self	
Basic	Teleport	Psychic	Status			20	Self	
6	Confusion	Psychic	Special	50	100	25	Normal	
10	Double Team	Normal	Status			15	Self	
12	Teleport	Psychic	Status			20	Self	
17	Wish	Normal	Status			10	Self	
22	Magical Leaf	Grass	Special	60		20	Normal	
25	Calm Mind	Psychic	Status			20	Self	
33	Psychic	Psychic	Special	90	100	10	Normal	
40	Imprison	Psychic	Status			10	Self	
45	Future Sight	Psychic	Special	80	90	15	Normal	
53	Captivate	Normal	Status		100	20	Enemy2	
60	Hypnosis	Psychic	Status		70	20	Normal	
65	Dream Eater	Psychic	Special	100	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



SURSKIT 283



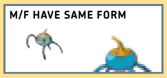
BUG
WATER

WEIGHT: 3.7 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: None

HEIGHT: 1'08"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It appears as if it is skating on water. It draws prey with a sweet scent from the tip of its head.

PEARL It appears as if it is skating on water. It draws prey with a sweet scent from the tip of its head.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Lake Verity (Mass outbreak)
PEARL Lake Verity (Mass outbreak)
GBA After you catch it in either Ruby or Sapphire, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Sweet Scent	Normal	Status		100	20	Enemy2	
19	Water Sport	Water	Status			15	All	
25	BubbleBeam	Water	Special	65	100	20	Normal	
31	Agility	Psychic	Status			30	Self	
37	Mist	Ice	Status			30	Ally2	
37	Haze	Ice	Status			30	All	
43	Baton Pass	Normal	Status			40	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

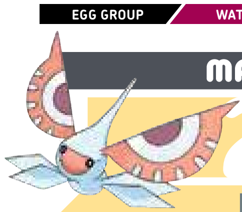
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Foresight	Normal	Status			40	Normal	
Mud Shot	Ground	Special	55	95	15	Normal	
Psybeam	Psychic	Special	65	100	20	Normal	
Hydro Pump	Water	Special	120	80	5	Normal	
Mind Reader	Normal	Status			5	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	
Bug Bite	Bug	Physical	60	100	20	Normal	○

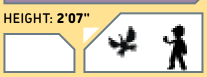
MASQUERAIN 284



BUG
FLYING

WEIGHT: 7.9 lbs.
GENDER: Male / Female
ABILITY: Intimidate
ITEMS: None

HEIGHT: 2'07"



M/F HAVE SAME FORM

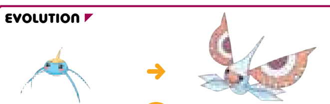


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its antennae have eye patterns on them. Its four wings enable it to hover and fly in any direction.

PEARL Its antennae have eye patterns on them. Its four wings enable it to hover and fly in any direction.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Surskit level up to Lv22.
PEARL Make Surskit level up to Lv22.
GBA Evolve Surskit in either Ruby or Sapphire and transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ominous Wind	Ghost	Special	60	100	5	Normal	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Water Sport	Water	Status			15	All	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Sweet Scent	Normal	Status		100	20	Enemy2	
19	Water Sport	Water	Status			15	All	
22	Gust	Flying	Special	40	100	35	Normal	
26	Scary Face	Normal	Status		90	10	Normal	
33	Stun Spore	Grass	Status		75	30	Normal	
40	Silver Wind	Bug	Special	60	100	5	Normal	
47	Air Slash	Flying	Special	75	95	20	Normal	
54	Whirlwind	Normal	Status		100	20	Normal	
61	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	







SHROOMISH 285

GRASS

WEIGHT: 9.9 lbs.
GENDER: Male / Female
ABILITY: Effect Spore, Poison Heal
ITEMS: Kebia Berry

HEIGHT: 1'04"

M/F HAVE SAME FORM

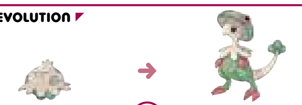


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It spouts poison spores from the top of its head. These spores cause pain all over if inhaled.

PEARL It spouts poison spores from the top of its head. These spores cause pain all over if inhaled.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

GBA Evolve Shroomish in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
5	Tackle	Normal	Physical	35	95	35	Normal	○
9	Stun Spore	Grass	Status		75	30	Normal	
13	Leech Seed	Grass	Status		90	10	Normal	
17	Mega Drain	Grass	Special	40	100	15	Normal	
21	Headbutt	Normal	Physical	70	100	15	Normal	○
25	PoisonPowder	Poison	Status		75	35	Normal	
29	Worry Seed	Grass	Status		100	10	Normal	
33	Growth	Normal	Status			40	Self	
37	Giga Drain	Grass	Special	60	100	10	Normal	
41	Seed Bomb	Grass	Physical	80	100	15	Normal	
45	Spore	Grass	Status		100	15	Normal	

BATTLE MOVES

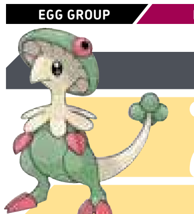
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fake Tears	Dark	Status		100	20	Normal	
Swagger	Normal	Status		90	15	Normal	
Charm	Normal	Status		100	20	Normal	
False Swipe	Normal	Physical	40	100	40	Normal	○
Helping Hand	Normal	Status			20	Ally1	
Worry Seed	Grass	Status		100	10	Normal	
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	



BRELOOM 286

GRASS / FIGHTING

WEIGHT: 86.4 lbs
GENDER: Male / Female
ABILITY: Effect Spore, Poison Heal
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM

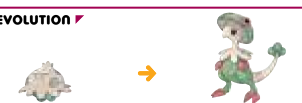


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its short arms stretch when it throws punches. Its technique is equal to that of pro boxers.

PEARL Its short arms stretch when it throws punches. Its technique is equal to that of pro boxers.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Shroomish level up to Lv23.

PEARL Make Shroomish level up to Lv23.

GBA After it evolves in either of Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Stun Spore	Grass	Status		75	30	Normal	
Basic	Leech Seed	Grass	Status		90	10	Normal	
5	Tackle	Normal	Physical	35	95	35	Normal	○
9	Stun Spore	Grass	Status		75	30	Normal	
13	Leech Seed	Grass	Status		90	10	Normal	
17	Mega Drain	Grass	Special	40	100	15	Normal	
21	Headbutt	Normal	Physical	70	100	15	Normal	○
23	Mach Punch	Fighting	Physical	40	100	30	Normal	○
25	Counter	Fighting	Physical		100	20	Self	○
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
33	Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
37	Mind Reader	Normal	Status			5	Normal	
41	Seed Bomb	Grass	Physical	80	100	15	Normal	
45	DynamicPunch	Fighting	Physical	100	50	5		○

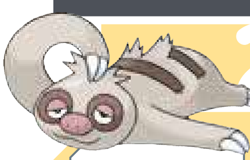
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SLAKOTH 287



NORMAL

WEIGHT: 52.9 lbs.
GENDER: Male / Female
ABILITY: Truant
ITEMS: None

HEIGHT: 2'07"



M/F HAVE SAME FORM

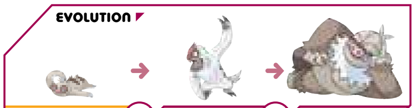


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It spends nearly all its time in a day sprawled out. Just seeing it makes one drowsy.

PEARL It spends nearly all its time in a day sprawled out. Just seeing it makes one drowsy.

EVOLUTION



Slakoth → LV18 → Vigoroth → LV36 → Slaking

MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest (Mass outbreak)

PEARL Eterna Forest (Mass outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Yawn	Normal	Status			10	Normal	
7	Encore	Normal	Status		100	5	Normal	
13	Slack Off	Normal	Status			10	Self	
19	Faint Attack	Dark	Physical	60		20	Normal	○
25	Amnesia	Psychic	Status			20	Self	
31	Covet	Normal	Physical	40	100	40	Normal	○
37	Counter	Fighting	Physical		100	20	Self	○
43	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Crush Claw	Normal	Physical	75	95	10	Normal	○
Curse	???	Status			10	Normal/Self	
Sleep Talk	Normal	Status			10	DoM	
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○

VIGOROTH 288



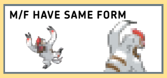
NORMAL

WEIGHT: 102.5 lbs.
GENDER: Male / Female
ABILITY: Vital Spirit
ITEMS: None

HEIGHT: 4'07"



M/F HAVE SAME FORM

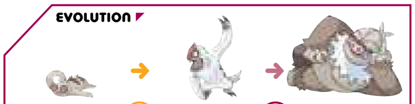


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its heart beats at a tenfold tempo, so it cannot sit still for even a moment.

PEARL Its heart beats at a tenfold tempo, so it cannot sit still for even a moment.

EVOLUTION



Slakoth → LV18 → Vigoroth → LV36 → Slaking

MAIN METHODS TO OBTAIN

DIAMOND Make Slakoth level up to Lv18.

PEARL Make Sakoth level up to Lv18.

GBA Evolve Slakoth in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Encore	Normal	Status		100	5	Normal	
Basic	Uproar	Normal	Special	50	100	10	Random1	
7	Encore	Normal	Status		100	5	Normal	
13	Uproar	Normal	Special	50	100	10	Random1	
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Endure	Normal	Status			10	Self	
31	Slash	Normal	Physical	70	100	20	Normal	○
37	Counter	Fighting	Physical		100	20	Self	○
43	Focus Punch	Fighting	Physical	150	100	20	Normal	○
49	Reversal	Fighting	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○





SLAKING

289



NORMAL

WEIGHT: 287.7 lbs.
GENDER: Male / Female
ABILITY: Truant
ITEMS: None

HEIGHT: 6'07"

M/F HAVE SAME FORM

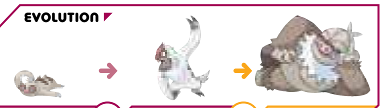


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The world's laziest Pokémon. When it is lounging, it is actually saving energy for striking back.

PEARL The world's laziest Pokémon. When it is lounging, it is actually saving energy for striking back.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Vigoroth level up to Lv36.

PEARL Make Vigoroth level up to Lv36.

GBA Evolve Vigoroth in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Yawn	Normal	Status			10	Normal	
Basic	Encore	Normal	Status		100	5	Normal	
Basic	Slack Off	Normal	Status			10	Self	
7	Encore	Normal	Status		100	5	Normal	
13	Slack Off	Normal	Status			10	Self	
19	Faint Attack	Dark	Physical	60		20	Normal	○
25	Amnesia	Psychic	Status			20	Self	
31	Covet	Normal	Physical	40	100	40	Normal	○
36	Swagger	Normal	Status		90	15	Normal	
37	Counter	Fighting	Physical		100	20	Self	○
43	Flail	Normal	Physical		100	15	Normal	○
49	Fling	Dark	Physical		100	10	Normal	
55	Punishment	Dark	Physical		100	5	Normal	○
61	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

BATTLE MOVES

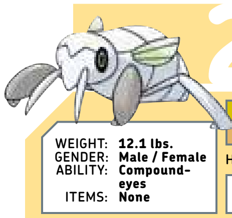
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

NINCADA

290



BUG
GROUND

WEIGHT: 12.1 lbs.
GENDER: Male / Female
ABILITY: Compound-eyes
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

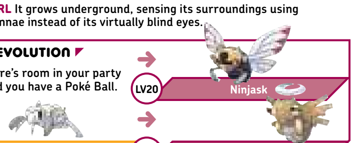


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grows underground, sensing its surroundings using antennae instead of its virtually blind eyes.

PEARL It grows underground, sensing its surroundings using antennae instead of its virtually blind eyes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest (Use Poké Radar)

PEARL Eterna Forest (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status		100	15	Normal	
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status			5	Normal	
25	False Swipe	Normal	Physical	40	100	40	Normal	○
31	Mud-Slap	Ground	Special	20	100	10	Normal	
38	Metal Claw	Steel	Physical	50	95	35	Normal	○
45	Dig	Ground	Physical	80	100	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Endure	Normal	Status			10	Self	
Faint Attack	Dark	Physical	60		20	Normal	○
Gust	Flying	Special	40	100	35	Normal	
Silver Wind	Bug	Special	60	100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	
Night Slash	Dark	Physical	70	100	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○

NINJASK

291



BUG
FLYING

WEIGHT: 26.5 lbs.
GENDER: Male / Female
ABILITY: Speed Boost
ITEMS: None

HEIGHT: 2'07"



M/F HAVE SAME FORM

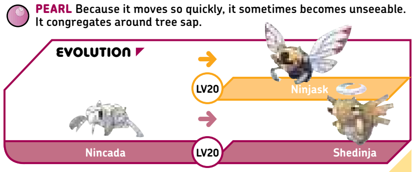


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Because it moves so quickly, it sometimes becomes unseeable. It congregates around tree sap.

PEARL Because it moves so quickly, it sometimes becomes unseeable. It congregates around tree sap.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Nincada level up to Lv20.

PEARL Make Nincada level up to Lv20.

GBA Evolve Nincada in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bug Bite	Bug	Physical	60	100	20	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Leech Life	Bug	Physical	20	100	15	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status		100	15	Normal	
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status			5	Normal	
20	Double Team	Normal	Status			15	Self	
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
20	Screech	Normal	Status		85	40	Normal	
25	Swords Dance	Normal	Status			30	Self	
31	Slash	Normal	Physical	70	100	20	Normal	○
38	Agility	Psychic	Status			30	Self	
45	Baton Pass	Normal	Status			40	Self	
52	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	

SHEDINJA

292



BUG
GHOST

WEIGHT: 2.6 lbs.
GENDER: Unknown
ABILITY: Wonder Guard
ITEMS: None

HEIGHT: 2'07"



GENDER UNKNOWN

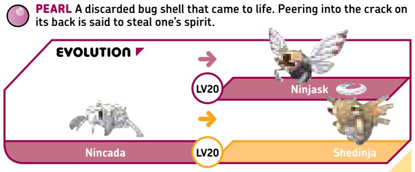


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A discarded bug shell that came to life. Peering into the crack on its back is said to steal one's spirit.

PEARL A discarded bug shell that came to life. Peering into the crack on its back is said to steal one's spirit.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make room in your party, have a Poké Ball, and let Nincada level up to Lv20.

PEARL Make room in your party, have a Poké Ball, and let Nincada level up to Lv20.

GBA Evolve Nincada in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

For Shednninja to appear, you must have empty space in your party and an empty Poké Ball when Nincada evolves.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
5	Leech Life	Bug	Physical	20	100	15	Normal	○
9	Sand-Attack	Ground	Status		100	15	Normal	
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Mind Reader	Normal	Status			5	Normal	
25	Spite	Ghost	Status		100	10	Normal	
31	Confuse Ray	Ghost	Status		100	10	Normal	
38	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
45	Grudge	Ghost	Status			5	Self	
52	Heal Block	Psychic	Status		100	15	Enemy2	
59	Shadow Ball	Ghost	Special	80	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○





WHISMUR

293



NORMAL

WEIGHT: 35.9 lbs.
GENDER: Male / Female
ABILITY: Soundproof
ITEMS: None

HEIGHT: 2'00"

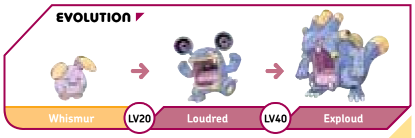
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Usually, its cries are like quiet murmurs. If frightened, it shrieks at the same volume as a jet plane.

PEARL Usually, its cries are like quiet murmurs. If frightened, it shrieks at the same volume as a jet plane.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

PEARL Discover its egg.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
5	Uproar	Normal	Special	50	100	10	Random1	
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status			40	Self	
21	Supersonic	Normal	Status		55	20	Normal	
25	Stomp	Normal	Physical	65	100	20	Normal	○
31	Screech	Normal	Status		85	40	Normal	
35	Roar	Normal	Status		100	20	Normal	
41	Rest	Psychic	Status			10	Self	
41	Sleep Talk	Normal	Status			10	DoM	
45	Hyper Voice	Normal	Special	90	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

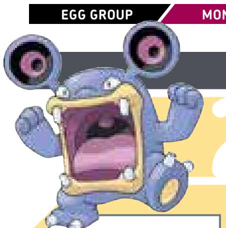
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Swagger	Normal	Status		90	15	Normal	
Extrasensory	Psychic	Special	80	100	30	Normal	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
SmokeScreen	Normal	Status		100	20	Normal	
Endeavor	Normal	Physical		100	5	Normal	○

LOUDRED

294



NORMAL

WEIGHT: 89.3 lbs.
GENDER: Male / Female
ABILITY: Soundproof
ITEMS: Chesto Berry

HEIGHT: 3'03"

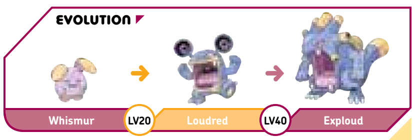
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The shock waves from its cries can tip over trucks. It stamps its feet to power up.

PEARL The shock waves from its cries can tip over trucks. It stamps its feet to power up.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (2nd time) Summit (1) (Use Poké Radar)

PEARL Mt. Coronet (2nd time) Summit (1) (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Uproar	Normal	Special	50	100	10	Random1	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Howl	Normal	Status			40	Self	
5	Uproar	Normal	Special	50	100	10	Random1	
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status			40	Self	
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Supersonic	Normal	Status		55	20	Normal	
29	Stomp	Normal	Physical	65	100	20	Normal	○
37	Screech	Normal	Status		85	40	Normal	
43	Roar	Normal	Status		100	20	Normal	
51	Rest	Psychic	Status			10	Self	
51	Sleep Talk	Normal	Status			10	DoM	
57	Hyper Voice	Normal	Special	90	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	89	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



EXPLOUD

295

NORMAL

WEIGHT: 185.2 lbs.
GENDER: Male / Female
ABILITY: Soundproof
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

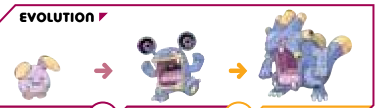


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its howls can be heard over six miles away. It emits all sorts of noises from the ports on its body.

PEARL Its howls can be heard over six miles away. It emits all sorts of noises from the ports on its body.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Loudred level up to Lv40.

PEARL Make Loudred level up to Lv40.

GBA Evolve Loudred in either Ruby, Sapphire, or Emerald and transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

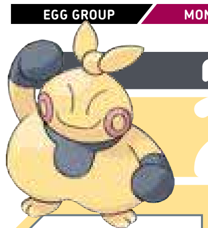
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Uproar	Normal	Special	50	100	10	Random1	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Howl	Normal	Status			40	Self	
5	Uproar	Normal	Special	50	100	10	Random1	
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status			40	Self	
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Supersonic	Normal	Status		55	20	Normal	
29	Stomp	Normal	Physical	65	100	20	Normal	○
37	Screech	Normal	Status		85	40	Normal	
40	Crunch	Dark	Physical	80	100	15	Normal	○
45	Roar	Normal	Status		100	20	Normal	
55	Rest	Psychic	Status			10	Self	
55	Sleep Talk	Normal	Status			10	DoM	
63	Hyper Voice	Normal	Special	90	100	10	Enemy2	
71	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



MAKUHITA

296

FIGHTING

WEIGHT: 190.5 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Guts
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM

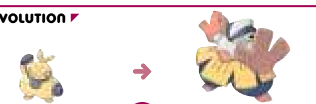


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It toughens its body by slamming into thick trees. Many snapped trees can be found near its nest.

PEARL It toughens its body by slamming into thick trees. Many snapped trees can be found near its nest.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225 (Mass outbreak)

PEARL Route 225 (Mass outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
4	Sand-Attack	Ground	Status		100	15	Normal	
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
10	Vital Throw	Fighting	Physical	70		10	Normal	○
13	Fake Out	Normal	Physical	40	100	10	Normal	○
16	Whirlwind	Normal	Status		100	20	Normal	
19	Knock Off	Dark	Physical	20	100	20	Normal	○
22	SmellingSalt	Normal	Physical	60	100	10	Normal	○
25	Belly Drum	Normal	Status			10	Self	
28	Force Palm	Fighting	Physical	60	100	10	Normal	○
31	Seismic Toss	Fighting	Physical		100	20	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Endure	Normal	Status			10	Self	
40	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical		100	15	Normal	○

BATTLE MOVES

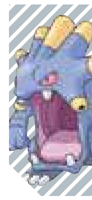
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Faint Attack	Dark	Physical	60		20	Normal	○
Detect	Fighting	Status			5	Self	
Foresight	Normal	Status			40	Normal	
Helping Hand	Normal	Status			20	Ally1	
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Revenge	Fighting	Physical	60	100	10	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○





SINNOH POKÉDEX

HARIYAMA

297



FIGHTING

WEIGHT: 559.5 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Guts
ITEMS: None

HEIGHT: 7'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves to match power with big-bodied Pokémon. It can knock a truck flying with its arm thrusts.

PEARL It loves to match power with big-bodied Pokémon. It can knock a truck flying with its arm thrusts.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Makuhita level up to Lv 24

PEARL Make Makuhita level up to Lv 24

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Brine	Water	Special	65	100	10	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
4	Sand-Attack	Ground	Status		100	15	Normal	
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
10	Vital Throw	Fighting	Physical	70		10	Normal	○
13	Fake Out	Normal	Physical	40	100	10	Normal	○
16	Whirlwind	Normal	Status		100	20	Normal	
19	Knock Off	Dark	Physical	20	100	20	Normal	○
22	SmellingSalt	Normal	Physical	60	100	10	Normal	○
27	Belly Drum	Normal	Status			10	Self	
32	Force Palm	Fighting	Physical	60	100	10	Normal	○
37	Seismic Toss	Fighting	Physical		100	20	Normal	○
42	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
47	Endure	Normal	Status			10	Self	
52	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical		100	15	Normal	○

BATTLE MOVES

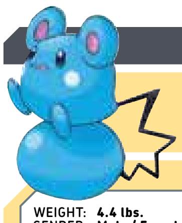
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

AZURILL

298



NORMAL

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Huge Power
ITEMS: None

HEIGHT: 0'08"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lives by water. It moves quickly on land by bouncing on its big tail.

PEARL Its tail is filled with nutrients necessary for growth. It plays by bouncing on its tail.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Pastoria Great Marsh, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

EGG GROUP / EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
2	Charm	Normal	Status		100	20	Normal	
7	Tail Whip	Normal	Status		100	30	Enemy2	
10	Bubble	Water	Special	20	100	30	Enemy2	
15	Slam	Normal	Physical	80	75	20	Normal	○
18	Water Gun	Water	Special	40	100	25	Normal	

BATTLE MOVES

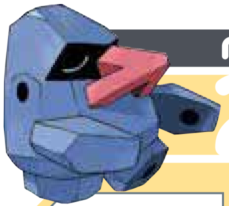
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Encore	Normal	Status		100	5	Normal	
Sing	Normal	Status		55	15	Normal	
Refresh	Normal	Status			20	Self	
Slam	Normal	Physical	80	75	20	Normal	○
Tickle	Normal	Status		100	20	Normal	
Fake Tears	Dark	Status		100	20	Normal	



NOSEPASS

299

ROCK

WEIGHT: **213.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Sturdy, Magnet Pull**
ITEMS: **Hard Stone**

HEIGHT: 3'03"

M/F HAVE SAME FORM

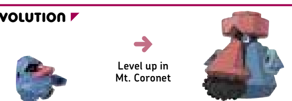


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its nose is a magnet. As a result, this Pokémon always keeps its face pointing north.

PEARL Its nose is a magnet. As a result, this Pokémon always keeps its face pointing north.

EVOLUTION



Nosepass → Level up in Mt. Coronet → Probopass

MAIN METHODS TO OBTAIN

DIAMOND Route 206 (Mass Outbreak)

PEARL Route 206 (Mass Outbreak)

GBA After you catch it in either Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
7	Harden	Normal	Status			30	Self	
13	Rock Throw	Rock	Physical	50	90	15	Normal	
19	Block	Normal	Status			5	Normal	
25	Thunder Wave	Electric	Status		100	20	Normal	
31	Rock Slide	Rock	Physical	75	90	10	Enemy2	
37	Sandstorm	Rock	Status			10	All	
43	Rest	Psychic	Status			10	Self	
49	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
55	Stone Edge	Rock	Physical	100	80	5	Normal	
61	Zap Cannon	Electric	Special	120	50	5	Normal	
67	Lock-On	Normal	Status			5	Normal	
73	Earth Power	Ground	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
Rollout	Rock	Physical	30	90	20	Normal	○
Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Block	Normal	Physical			5	Normal	



SKITTY

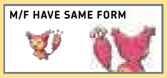
300

NORMAL

WEIGHT: **24.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Cute Charm, Normalize**
ITEMS: **Leppa Berry**

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

PEARL It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

EVOLUTION



Skitty → Use Moon Stone → Delcatty

MAIN METHODS TO OBTAIN

DIAMOND Route 222 (Mass Outbreak)

PEARL Route 222 (Mass Outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Attract	Normal	Status		100	15	Normal	
8	Sing	Normal	Status		55	15	Normal	
11	Copycat	Normal	Status			20	DoM	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Assist	Normal	Status			20	DoM	
22	Charm	Normal	Status		100	20	Normal	
25	Faint Attack	Dark	Physical	60		20	Normal	○
29	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
32	Covet	Normal	Physical	40	100	40	Normal	○
36	Heal Bell	Normal	Status			5	All Allies	
39	Double-Edge	Normal	Physical	120	100	15	Normal	○
42	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Helping Hand	Normal	Status			20	Ally1	
Psych Up	Normal	Status			10	Normal	
Uproar	Normal	Special	50	100	10	Random1	
Fake Tears	Dark	Status		100	20	Normal	
Wish	Normal	Status			10	Self	
Baton Pass	Normal	Status			40	Self	
Substitute	Normal	Status			10	Self	
Tickle	Normal	Status		100	20	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○

SINNOH POKÉDEX



DELCATTY

301

NORMAL

WEIGHT: 71.9 lbs.
GENDER: Male / Female
ABILITY: Cute Charm, Normalize
ITEMS: None

HEIGHT: 3'07"

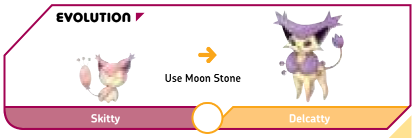
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is highly popular among female Trainers for its sublime fur. It does not keep a nest.

PEARL It is highly popular among female Trainers for its sublime fur. It does not keep a nest.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Moon Stone on Skitty.

PEARL Use Moon Stone on Skitty.

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / FAIRY

LEARNED ATTACKS

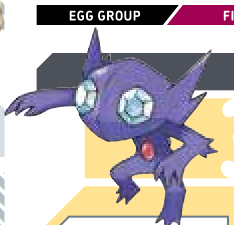
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○
Basic	Attract	Normal	Status		100	15	Normal	
Basic	Sing	Normal	Status		55	15	Normal	
Basic	DoubleSlap	Normal	Physical	15	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SABLEYE

302

DARK
GHOST

WEIGHT: 24.3 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Stall
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It hides in the darkness of caves. Its diet of gems has transformed its eyes into gemstones.

PEARL It hides in the darkness of caves. Its diet of gems has transformed its eyes into gemstones.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Iron Island B1 (2) (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Iron Island B1 (2) (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA After you catch it in either Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
4	Foresight	Normal	Status			40	Normal	
8	Night Shade	Ghost	Special		100	15	Normal	
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
18	Fake Out	Normal	Physical	40	100	10	Normal	○
22	Detect	Fighting	Status			5	Self	
25	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
29	Knock Off	Dark	Physical	20	100	20	Normal	○
32	Faint Attack	Dark	Physical	60		20	Normal	○
36	Punishment	Dark	Physical		100	5	Normal	○
39	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
43	Power Gem	Rock	Special	70	100	20	Normal	
46	Confuse Ray	Ghost	Status		100	10	Normal	
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Shadow Ball	Ghost	Special	80	100	15	Normal	
57	Mean Look	Normal	Status			5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Psych Up	Normal	Status			10	Normal	
Recover	Normal	Status			10	Self	
Moonlight	Normal	Status			5	Self	
Nasty Plot	Dark	Status			20	Self	
Flatter	Dark	Status		100	15	Normal	



MAWILE
303

STEEL

WEIGHT: 25.4 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Intimidate
ITEMS: Occa Berry

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Attached to its head is a huge set of jaws formed by horns. It can chew through iron beams.

PEARL Attached to its head is a huge set of jaws formed by horns. It can chew through iron beams.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Iron Island B1 (2) (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

PEARL Iron Island B1(2) (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

GBA After you catch it in either Ruby or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD | FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
6	Fake Tears	Dark	Status		100	20	Normal	
11	Bite	Dark	Physical	60	100	25	Normal	○
16	Sweet Scent	Normal	Status		100	20	Enemy2	
21	ViceGrip	Normal	Physical	55	100	30	Normal	○
26	Faint Attack	Dark	Physical	60		20	Normal	○
31	Baton Pass	Normal	Status			40	Self	
36	Crunch	Dark	Physical	80	100	15	Normal	○
41	Iron Defense	Steel	Status			15	Self	
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
51	Stockpile	Normal	Status			20	Self	
51	Swallow	Normal	Status			10	Self	
51	Spit Up	Normal	Special		100	10	Normal	
56	Iron Head	Steel	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Swords Dance	Normal	Status			30	Self	
False Swipe	Normal	Physical	40	100	40	Normal	○
Poison Fang	Poison	Physical	50	100	15	Normal	○
Psych Up	Normal	Status			10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	
Tickle	Normal	Status		100	20	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Punishment	Dark	Physical		100	5	Normal	○



ARON
304

STEEL
ROCK

WEIGHT: 132.3 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Rock Head
ITEMS: Hard Stone

HEIGHT: 1'04"

M/F HAVE SAME FORM

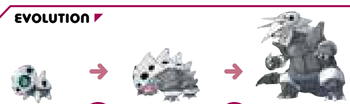


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It usually lives deep in mountains. However, hunger may drive it to eat railroad tracks and cars.

PEARL It usually lives deep in mountains. However, hunger may drive it to eat railroad tracks and cars.

EVOLUTION



Aron LV32 Lairon LV42 Aggron

MAIN METHODS TO OBTAIN

DIAMOND Fuego Ironworks (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status			30	Self	
8	Mud-Slap	Ground	Special	20	100	10	Normal	
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status			15	Self	
22	Roar	Normal	Status		100	20	Normal	
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
32	Protect	Normal	Status			10	Self	
36	Metal Sound	Steel	Status		85	40	Normal	
39	Iron Tail	Steel	Physical	100	75	15	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○
46	Metal Burst	Steel	Physical		100	10	Self	

BATTLE MOVES

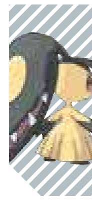
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Endeavor	Normal	Physical		100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Curse	???	Status			10	Normal/Self	
Screech	Normal	Status		85	40	Normal	
Iron Head	Steel	Physical	80	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○







LAIRON 305



STEEL
ROCK

WEIGHT: 264.6 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Rock Head
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND For food, it digs up iron ore. It smashes its steely body against others to fight over territory.

PEARL For food, it digs up iron ore. It smashes its steely body against others to fight over territory.

EVOLUTION



Aron → LV32 → Lairon → LV42 → Aggron

MAIN METHODS TO OBTAIN

DIAMOND Make Aron level up to Lv 32.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
4	Harden	Normal	Status			30	Self	
8	Mud-Slap	Ground	Special	20	100	10	Normal	
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status			15	Self	
22	Roar	Normal	Status		100	20	Normal	
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
34	Protect	Normal	Status			10	Self	
40	Metal Sound	Steel	Status		85	40	Normal	
45	Iron Tail	Steel	Physical	100	75	15	Normal	○
51	Double-Edge	Normal	Physical	120	100	15	Normal	○
56	Metal Burst	Steel	Physical		100	10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

AGGRON 306



STEEL
ROCK

WEIGHT: 793.7 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Rock Head
ITEMS: None

HEIGHT: 6'11"

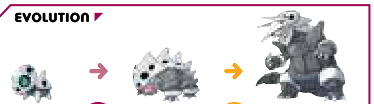
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND While seeking iron for food, it digs tunnels by breaking through bedrock with its steel horns.

PEARL While seeking iron for food, it digs tunnels by breaking through bedrock with its steel horns.

EVOLUTION



Aron → LV32 → Lairon → LV42 → Aggron

MAIN METHODS TO OBTAIN

DIAMOND Make Lairon level up to Lv42.

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
4	Harden	Normal	Status			30	Self	
8	Mud-Slap	Ground	Special	20	100	10	Normal	
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status			15	Self	
22	Roar	Normal	Status		100	20	Normal	
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
34	Protect	Normal	Status			10	Self	
40	Metal Sound	Steel	Status		85	40	Normal	
48	Iron Tail	Steel	Physical	100	75	15	Normal	○
57	Double-Edge	Normal	Physical	120	100	15	Normal	○
65	Metal Burst	Steel	Physical		100	10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MEDITITE 307



FIGHTING
PSYCHIC

WEIGHT: **24.7 lbs.**
GENDER: **Male / Female**
ABILITY: **Pure Power**
ITEMS: **None**

HEIGHT: **2'00"**

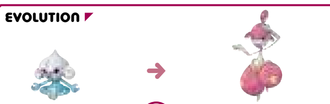
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It eats just one berry a day. By enduring hunger, its spirit is tempered and made sharper.

PEARL It never misses its daily yoga workouts, and it heightens its spiritual power through meditation.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 210, Route 211, Route 216, Acuity Lakefront, Mt. Coronet 1FL, B1F

PEARL Route 208, Route 210, Route 211, Route 216, Acuity Lakefront, Mt. Coronet 1FL, B1F

GBA After you catch it in either Ruby or Sapphire, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bide	Normal	Physical			10	Self	○
4	Meditate	Psychic	Status			40	Self	
8	Confusion	Psychic	Special	50	100	25	Normal	
11	Detect	Fighting	Status			5	Self	
15	Hidden Power	Normal	Special		100	15	Normal	
18	Mind Reader	Normal	Status			5	Normal	
22	Feint	Normal	Physical	50	100	10	Normal	
25	Calm Mind	Psychic	Status			20	Self	
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status			10	Normal	
39	Power Trick	Psychic	Status			10	Self	
43	Reversal	Fighting	Physical		100	15	Normal	○
46	Recover	Normal	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	

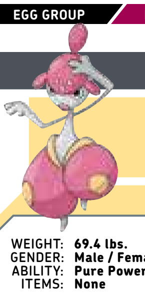
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Foresight	Normal	Status			40	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Baton Pass	Normal	Status			40	Self	
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Power Swap	Psychic	Status			10	Normal	
Guard Swap	Psychic	Status			10	Normal	
Psycho Cut	Psychic	Physical	70	100	20	Normal	
Bullet Punch	Steel	Physical	40	100	30	Normal	○

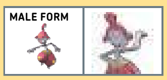
MEDICHAM 308



FIGHTING
PSYCHIC

WEIGHT: **69.4 lbs.**
GENDER: **Male / Female**
ABILITY: **Pure Power**
ITEMS: **None**

HEIGHT: **4'03"**

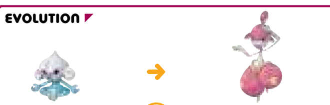
MALE FORM  FEMALE FORM 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Through yoga training, it has honed its sixth sense. Its movements are elegant.

PEARL Through daily meditation, it hones its spiritual power. It can sense what others are thinking.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 217, Acuity Lakefront, Victory Road, Mt. Coronet

PEARL Route 217, Acuity Lakefront, Victory Road, Mt. Coronet

GBA After you catch it in either Ruby or Sapphire, transfer it to Pal Park by Dual Slot.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Ice Punch	Ice	Physical	75	100	15	Normal	○
Basic	Bide	Normal	Physical			10	Self	○
Basic	Meditate	Psychic	Status			40	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Detect	Fighting	Status			5	Self	
4	Meditate	Psychic	Status			40	Self	
8	Confusion	Psychic	Special	50	100	25	Normal	
11	Detect	Fighting	Status			5	Self	
15	Hidden Power	Normal	Special		100	15	Normal	
18	Mind Reader	Normal	Status			5	Normal	
22	Feint	Normal	Physical	50	100	10	Normal	
25	Calm Mind	Psychic	Status			20	Self	
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status			10	Normal	
42	Power Trick	Psychic	Status			10	Self	
49	Reversal	Fighting	Physical		100	15	Normal	○
55	Recover	Normal	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







ELECTRIKE
309



ELECTRIC

WEIGHT: 33.5 lbs.
GENDER: Male / Female
ABILITY: Static, Lightningrod
ITEMS: None

HEIGHT: 2'00"

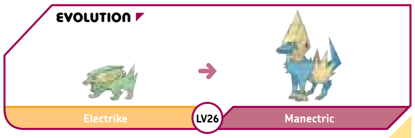
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Using electricity stored in its fur, it stimulates its muscles to heighten its reaction speed.

PEARL Using electricity stored in its fur, it stimulates its muscles to heighten its reaction speed.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Valley Windworks (Mass Outbreak)

PEARL Valley Windworks (Mass Outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Thunder Wave	Electric	Status		100	20	Normal	
9	Leer	Normal	Status		100	30	Enemy2	
12	Howl	Normal	Status			40	Self	
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Spark	Electric	Physical	65	100	20	Normal	○
25	Odor Sleuth	Normal	Status			40	Normal	
28	Bite	Dark	Physical	60	100	25	Normal	○
33	Thunder Fang	Electric	Physical	65	95	15	Normal	○
36	Roar	Normal	Status		100	20	Normal	
41	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
44	Charge	Electric	Status			20	Self	
49	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Uproar	Normal	Special	50	100	10	Random1	
Curse	???	Status			10	Normal/Self	
Swift	Normal	Special	60		20	Enemy2	
Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○

MANECTRIC
310



ELECTRIC

WEIGHT: 88.6 lbs.
GENDER: Male / Female
ABILITY: Static, Lightningrod
ITEMS: None

HEIGHT: 4'11"

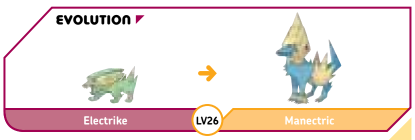
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It discharges electricity from its mane. It creates a thundercloud overhead to drop lightning bolts.

PEARL It discharges electricity from its mane. It creates a thundercloud overhead to drop lightning bolts.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Electrike level up to Lv 26.

PEARL Make Electrike level up to Lv 26.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Thunder Wave	Electric	Status		100	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Howl	Normal	Status			40	Self	
4	Thunder Wave	Electric	Status		100	20	Normal	
9	Leer	Normal	Status		100	30	Enemy2	
12	Howl	Normal	Status			40	Self	
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Spark	Electric	Physical	65	100	20	Normal	○
25	Odor Sleuth	Normal	Status			40	Normal	
30	Bite	Dark	Physical	60	100	25	Normal	○
37	Thunder Fang	Electric	Physical	65	95	15	Normal	○
42	Roar	Normal	Status		100	20	Normal	
49	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
54	Charge	Electric	Status			20	Self	
61	Thunder	Electric	Special	120	70	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○

PLUSLE 311

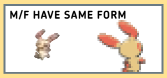


ELECTRIC

WEIGHT: **9.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Plus**
ITEMS: **None**

HEIGHT: **1'04"**

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It cheers on friends with pom-poms made of sparks. It drains power from telephone poles.

PEARL It cheers on friends with pom-poms made of sparks. It drains power from telephone poles.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
3	Thunder Wave	Electric	Status		100	20	Normal	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Helping Hand	Normal	Status			20	Ally1	
15	Spark	Electric	Physical	65	100	20	Normal	○
17	Encore	Normal	Status		100	5	Normal	
21	Fake Tears	Dark	Status		100	20	Normal	
24	Copycat	Normal	Status			20	DoM	
29	Swift	Normal	Special	60		20	Enemy2	
31	Fake Tears	Dark	Status		100	20	Normal	
35	Charge	Electric	Status			20	Self	
38	Thunder	Electric	Special	120	70	10	Normal	
42	Baton Pass	Normal	Status			40	Self	
44	Agility	Psychic	Status			30	Self	
48	Last Resort	Normal	Physical	130	100	5	Normal	○
51	Nasty Plot	Dark	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Substitute	Normal	Status			10	Self	
Wish	Normal	Status			10	Self	
Sing	Normal	Status		55	15	Normal	
Sweet Kiss	Normal	Status		75	10	Normal	



MINUN 312

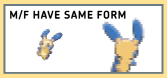


ELECTRIC

WEIGHT: **9.3 lbs.**
GENDER: **Male / Female**
ABILITY: **Minus**
ITEMS: **None**

HEIGHT: **1'04"**

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It cheers on friends. If its friends are losing, its body lets off more and more sparks.

PEARL It cheers on friends. If its friends are losing, its body lets off more and more sparks.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
3	Thunder Wave	Electric	Status		100	20	Normal	
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Helping Hand	Normal	Status			20	Ally1	
15	Spark	Electric	Physical	65	100	20	Normal	○
17	Encore	Normal	Status		100	5	Normal	
21	Charm	Normal	Status		100	20	Normal	
24	Copycat	Normal	Status			20	DoM	
29	Swift	Normal	Special	60		20	Enemy2	
31	Fake Tears	Dark	Status		100	20	Normal	
35	Charge	Electric	Status			20	Self	
38	Thunder	Electric	Special	120	70	10	Normal	
42	Baton Pass	Normal	Status			40	Self	
44	Agility	Psychic	Status			30	Self	
48	Trump Card	Normal	Special			5	Normal	○
51	Nasty Plot	Dark	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Substitute	Normal	Status			10	Self	
Wish	Normal	Status			10	Self	
Sing	Normal	Status		55	15	Normal	
Sweet Kiss	Normal	Status		75	10	Normal	



VOLBEAT

313



BUG

WEIGHT: 39.0 lbs.
GENDER: Male Only
ABILITY: Illuminate, Swarm
ITEMS: None

HEIGHT: 2'04"

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It communicates with others by lighting up its rear at night. It loves Illumise's sweet aroma.

PEARL It communicates with others by lighting up its rear at night. It loves Illumise's sweet aroma.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 229

PEARL Route 229

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | BUG | HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Flash	Normal	Status		100	20	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Double Team	Normal	Status			15	Self	
9	Confuse Ray	Ghost	Status		100	10	Normal	
13	Moonlight	Normal	Status			5	Self	
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
21	Tail Glow	Bug	Status			20	Self	
25	Signal Beam	Bug	Special	75	100	15	Normal	
29	Protect	Normal	Status			10	Self	
33	Helping Hand	Normal	Status			20	Ally1	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	
45	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Baton Pass	Normal	Status			40	Self	
Silver Wind	Bug	Special	60	100	5	Normal	
Trick	Psychic	Status		100	10	Normal	
Encore	Normal	Status		100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	

ILLUMISE

314



BUG

WEIGHT: 39.0 lbs.
GENDER: Female Only
ABILITY: Oblivious, Tinted Lens
ITEMS: None

HEIGHT: 2'00"

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND With its sweet aroma, it guides Volbeat to draw signs with light in the night sky.

PEARL With its sweet aroma, it guides Volbeat to draw signs with light in the night sky.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 229

PEARL Route 229

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | BUG | HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sweet Scent	Normal	Status		100	20	Enemy2	
9	Charm	Normal	Status		100	20	Normal	
13	Moonlight	Normal	Status			5	Self	
17	Quick Attack	Normal	Physical	40	100	30	Normal	○
21	Wish	Normal	Status			10	Self	
25	Encore	Normal	Status		100	5	Normal	
29	Flatter	Dark	Status		100	15	Normal	
33	Helping Hand	Normal	Status			20	Ally1	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Bug Buzz	Bug	Special	90	100	10	Normal	
45	Covet	Normal	Physical	40	100	40	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

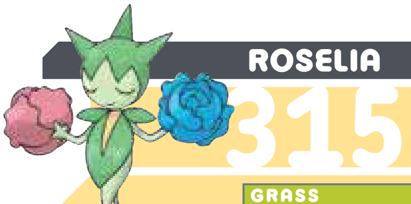
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Baton Pass	Normal	Status			40	Self	
Silver Wind	Bug	Special	60	100	5	Normal	
Growth	Normal	Status			40	Self	
Encore	Normal	Status		100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	

ROSELIA 315



GRASS
POISON

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Natural Cure, Poison Point
ITEMS: Poison Barb

HEIGHT: 1'00"



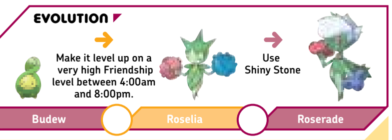


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Roselia raised on clean drinking water are known to grow vividly colored flowers.

PEARL The beautiful flowers on its arms have toxic thorns. Don't even think about picking those flowers.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Routes 212, 221, 224, 229, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Routes 212, 221, 224, Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you catch it in either Ruby or Sapphire, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
4	Growth	Normal	Status			40	Self	
7	Poison Sting	Poison	Physical	15	100	35	Normal	
10	Stun Spore	Grass	Status		75	30	Normal	
13	Mega Drain	Grass	Special	40	100	15	Normal	
16	Leech Seed	Grass	Status		90	10	Normal	
19	Magical Leaf	Grass	Special	60		20	Normal	
22	GrassWhistle	Grass	Status		55	15	Normal	
25	Giga Drain	Grass	Special	60	100	10	Normal	
28	Toxic Spikes	Poison	Status			20	Enemy2	
31	Sweet Scent	Normal	Status		100	20	Enemy2	
34	Ingrain	Grass	Status			20	Self	
37	Toxic	Poison	Status		85	10	Normal	
40	Petal Dance	Grass	Special	90	100	20	Random1	○
43	Aromatherapy	Grass	Status			5	All Allies	
46	Synthesis	Grass	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Spikes	Ground	Status			20	Enemy2	
Synthesis	Grass	Status			5	Self	
Pin Missile	Bug	Physical	14	85	20	Normal	
Cotton Spore	Grass	Status		85	40	Normal	
Sleep Powder	Grass	Status		75	15	Normal	
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Mind Reader	Normal	Status			5	Normal	
Leaf Storm	Grass	Special	140	90	5	Normal	

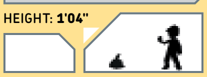
GULPIN 316



POISON

WEIGHT: 22.7 lbs.
GENDER: Male / Female
ABILITY: Liquid Ooze, Sticky Hold
ITEMS: Big Pearl

HEIGHT: 1'04"





HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Almost all its body is its stomach. Its harsh digestive juices quickly dissolve anything it swallows.

PEARL Almost all its body is its stomach. Its harsh digestive juices quickly dissolve anything it swallows.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
6	Yawn	Normal	Status			10	Normal	
9	Poison Gas	Poison	Status		55	40	Normal	
14	Sludge	Poison	Special	65	100	20	Normal	
17	Amnesia	Psychic	Status			20	Self	
23	Encore	Normal	Status		100	5	Normal	
28	Toxic	Poison	Status		85	10	Normal	
34	Stockpile	Normal	Status			20	Self	
34	Spit Up	Normal	Special		100	10	Normal	
34	Swallow	Normal	Status			10	Self	
39	Sludge Bomb	Poison	Special	90	100	10	Normal	
44	Gastro Acid	Poison	Status		100	10	Normal	
49	Wring Out	Normal	Special		100	5	Normal	○
54	Gunk Shot	Poison	Physical	120	70	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Dream Eater	Psychic	Special	100	100	15	Normal	
Acid Armor	Poison	Status			40	Self	
Smog	Poison	Special	20	70	20	Normal	
Pain Split	Normal	Status			20	Normal	
Curse	???	Status			10	Normal/Self	
Destiny Bond	Ghost	Status			5	Self	



SWALOT 317

POISON

WEIGHT: 176.4 lbs.
GENDER: Male / Female
ABILITY: Liquid Ooze, Sticky Hold
ITEMS: None

HEIGHT: 5'07"



MALE FORM



FEMALE FORM

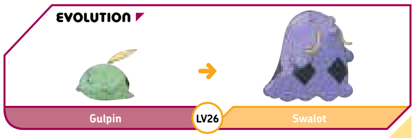


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It swallows anything whole. It sweats toxic fluids from its follicles to douse foes.

PEARL It swallows anything whole. It sweats toxic fluids from its follicles to douse foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Gulpin level up to Lv 26.
PEARL Make Gulpin level up to Lv 26.
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP AMORPHOUS

LEARNED ATTACKS

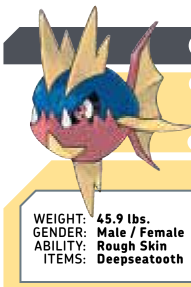
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Yawn	Normal	Status			10	Normal	
Basic	Poison Gas	Poison	Status		55	40	Normal	
Basic	Sludge	Poison	Special	65	100	20	Normal	
6	Yawn	Normal	Status			10	Normal	
9	Poison Gas	Poison	Status		55	40	Normal	
14	Sludge	Poison	Special	65	100	20	Normal	
17	Amnesia	Psychic	Status			20	Self	
23	Encore	Normal	Status		100	5	Normal	
26	Body Slam	Normal	Physical	85	100	15	Normal	○
30	Toxic	Poison	Status		85	10	Normal	
38	Stockpile	Normal	Status			20	Self	
38	Spit Up	Normal	Special		100	10	Normal	
38	Swallow	Normal	Status			10	Self	
45	Sludge Bomb	Poison	Special	90	100	10	Normal	
52	Gastro Acid	Poison	Status		100	10	Normal	
59	Wring Out	Normal	Special		100	5	Normal	○
66	Gunk Shot	Poison	Physical	120	70	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

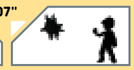


CARVANHA 318

WATER
DARK

WEIGHT: 45.9 lbs.
GENDER: Male / Female
ABILITY: Rough Skin
ITEMS: Deepseatooth

HEIGHT: 2'07"



M/F HAVE SAME FORM

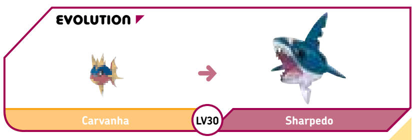


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND They swarm any foe that invades their territory. Their sharp fangs can tear out boat hulls.

PEARL They swarm any foe that invades their territory. Their sharp fangs can tear out boat hulls.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (Use Super Rod)
PEARL Pastoria Great Marsh (Use Super Rod)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
6	Rage	Normal	Physical	20	100	20	Normal	○
8	Focus Energy	Normal	Status			30	Self	
11	Scary Face	Normal	Status		90	10	Normal	
16	Ice Fang	Ice	Physical	65	95	15	Normal	○
18	Screech	Normal	Status		85	40	Normal	
21	Swagger	Normal	Status		90	15	Normal	
26	Assurance	Dark	Physical	50	100	10	Normal	○
28	Crunch	Dark	Physical	80	100	15	Normal	○
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Agility	Psychic	Status			30	Self	
38	Take Down	Normal	Physical	90	85	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Pump	Water	Special	120	80	5	Normal	
Double-Edge	Normal	Physical	90	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
AncientPower	Rock	Special	60	100	5	Normal	



SHARPEDO 319

WATER
DARK

WEIGHT: 195.8 lbs.
GENDER: Male / Female
ABILITY: Rough Skin
ITEMS: Deepseatooth

HEIGHT: 5'11"

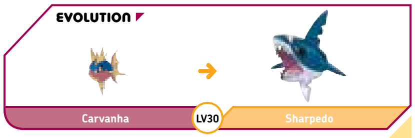
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its fangs rip through sheet iron. It swims at 75 mph and is known as The Bully of the Sea.

PEARL Its fangs rip through sheet iron. It swims at 75 mph and is known as The Bully of the Sea.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213, Route 222 (Use Super Rod)
PEARL Route 213, Route 222 (Use Super Rod)
GBA After you catch it in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Rage	Normal	Physical	20	100	20	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
6	Rage	Normal	Physical	20	100	20	Normal	○
8	Focus Energy	Normal	Status			30	Self	
11	Scary Face	Normal	Status		90	10	Normal	
16	Ice Fang	Ice	Physical	65	95	15	Normal	○
18	Screech	Normal	Status		85	40	Normal	
21	Swagger	Normal	Status		90	15	Normal	
26	Assurance	Dark	Physical	50	100	10	Normal	○
28	Crunch	Dark	Physical	80	100	15	Normal	○
30	Slash	Normal	Physical	70	100	20	Normal	○
34	Aqua Jet	Water	Physical	40	100	20	Normal	○
40	Taunt	Dark	Status		100	20	Normal	
45	Agility	Psychic	Status			30	Self	
50	Skull Bash	Normal	Physical	100	100	15	Normal	○
56	Night Slash	Dark	Physical	70	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



WAILMER 320

WATER

WEIGHT: 286.6 lbs.
GENDER: Male / Female
ABILITY: Water Veil, Oblivious
ITEMS: None

HEIGHT: 6'07"

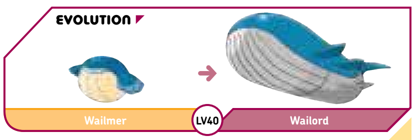
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND On sunny days, it lands on beaches to bounce like a ball and play. It spouts water from its nose.

PEARL On sunny days, it lands on beaches to bounce like a ball and play. It spouts water from its nose.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 223, Route 230 (Use Super Rod)
PEARL Route 223, Route 230 (Use Super Rod)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD | WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
4	Growl	Normal	Status		100	40	Enemy2	
7	Water Gun	Water	Special	40	100	25	Normal	
11	Rollout	Rock	Physical	30	90	20	Normal	○
14	Whirlpool	Water	Special	15	70	15	Normal	
17	Astonish	Ghost	Physical	30	100	15	Normal	○
21	Water Pulse	Water	Special	60	100	20	Normal	
24	Mist	Ice	Status			30	Ally2	
27	Rest	Psychic	Status			10	Self	
31	Brine	Water	Special	65	100	10	Normal	
34	Water Spout	Water	Special	150	100	5	Enemy2	
37	Amnesia	Psychic	Status			20	Self	
41	Dive	Water	Physical	80	100	10	Normal	○
44	Bounce	Flying	Physical	85	85	5	Normal	○
47	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

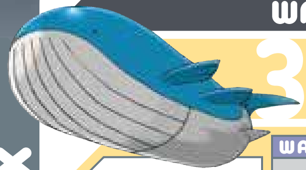
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Swagger	Normal	Status		90	15	Normal	
Snore	Normal	Special	40	100	15	Normal	
Sleep Talk	Normal	Status			10	DoM	
Curse	???	Status			10	Normal/Self	
Fissure	Ground	Physical		30	5	Normal	
Tickle	Normal	Status		100	20	Normal	
Defense Curl	Normal	Status			40	Self	
Body Slam	Normal	Physical	85	100	15	Normal	○



WAILORD

321



WATER

WEIGHT: 877.4 lbs.
GENDER: Male / Female
ABILITY: Water Veil, Oblivious
ITEMS: None

HEIGHT: 47'07"



M/F HAVE SAME FORM

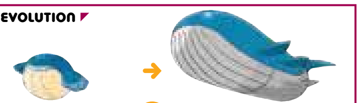


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The biggest of all Pokémon. It can dive to a depth of almost 10,000 feet on only one breath.

PEARL The biggest of all Pokémon. It can dive to a depth of almost 10,000 feet on only one breath.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route Route 223, Route 230 (Use Super Rod)

PEARL Route 223, Route 230 (Use Super Rod)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD | WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Rollout	Rock	Physical	30	90	20	Normal	○
4	Growl	Normal	Status		100	40	Enemy2	
7	Water Gun	Water	Special	40	100	25	Normal	
11	Rollout	Rock	Physical	30	90	20	Normal	○
14	Whirlpool	Water	Special	15	70	15	Normal	
17	Astonish	Ghost	Physical	30	100	15	Normal	○
21	Water Pulse	Water	Special	60	100	20	Normal	
24	Mist	Ice	Status			30	Ally2	
27	Rest	Psychic	Status			10	Self	
31	Brine	Water	Special	65	100	10	Normal	
34	Water Spout	Water	Special	150	100	5	Enemy2	
37	Amnesia	Psychic	Status			20	Self	
46	Dive	Water	Physical	80	100	10	Normal	○
54	Bounce	Flying	Physical	85	85	5	Normal	○
62	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

NUMEL

322



FIRE
GROUND

WEIGHT: 52.9 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Simple
ITEMS: Rawst Berry

HEIGHT: 2'04"



MALE FORM



FEMALE FORM

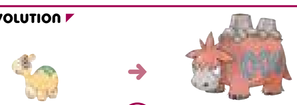


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its humped back stores intensely hot magma. In rain, the magma cools, slowing its movement.

PEARL Its humped back stores intensely hot magma. In rain, the magma cools, slowing its movement.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain (Outside)

PEARL Route 227, Stark Mountain (Outside)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Ember	Fire	Special	40	100	25	Normal	
11	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
15	Focus Energy	Normal	Status			30	Self	
21	Take Down	Normal	Physical	90	85	20	Normal	○
25	Amnesia	Psychic	Status			20	Self	
31	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
35	Earth Power	Ground	Special	90	100	10	Normal	
41	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
45	Flamethrower	Fire	Special	95	100	15	Normal	
51	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

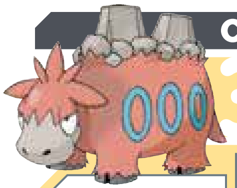
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Howl	Normal	Status			40	Self	
Scary Face	Normal	Status		90	10	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Defense Curl	Normal	Status			40	Self	
Stomp	Normal	Physical	65	100	20	Normal	○
Yawn	Normal	Status			10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	
Mud Bomb	Ground	Special	65	85	10	Normal	
Heat Wave	Fire	Special	100	90	10	Enemy2	

CAMERUPT

323



000

FIRE
GROUND

WEIGHT: 485.0 lbs.
GENDER: Male / Female
ABILITY: Magma Armor, Solid Rock
ITEMS: Rawst Berry

HEIGHT: 6'03"

MALE FORM



FEMALE FORM

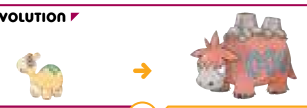


- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND It has volcanoes on its back. If magma builds up in its body, it shudders, then erupts violently.

PEARL It has volcanoes on its back. If magma builds up in its body, it shudders, then erupts violently.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain (Outside)

PEARL Route 227, Stark Mountain (Outside)

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
5	Ember	Fire	Special	40	100	25	Normal	
11	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
15	Focus Energy	Normal	Status			30	Self	
21	Take Down	Normal	Physical	90	85	20	Normal	○
25	Amnesia	Psychic	Status			20	Self	
31	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
33	Rock Slide	Rock	Physical	75	90	10	Enemy2	
39	Earth Power	Ground	Special	90	100	10	Normal	
49	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
57	Eruption	Fire	Special	150	100	5	Enemy2	
67	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	

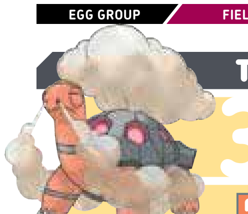
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



TORKOAL

324



FIRE

WEIGHT: 177.2 lbs.
GENDER: Male / Female
ABILITY: White Smoke
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM



- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND It burns coal inside its shell for energy. It blows out black soot if it is endangered.

PEARL It burns coal inside its shell for energy. It blows out black soot if it is endangered.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 227, Stark Mountain (Outside), (Use Poké Radar)

PEARL Route 227, Stark Mountain (Outside), (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ember	Fire	Special	40	100	25	Normal	
4	Smog	Poison	Special	20	70	20	Normal	
7	Withdraw	Water	Status			40	Self	
12	Curse	???	Status			10	Normal/Self	
17	Fire Spin	Fire	Special	15	70	15	Normal	
20	SmokeScreen	Normal	Status		100	20	Normal	
23	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Flamethrower	Fire	Special	95	100	15	Normal	
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Protect	Normal	Status			10	Self	
39	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
44	Iron Defense	Steel	Status			15	Self	
49	Amnesia	Psychic	Status			20	Self	
52	Flail	Normal	Physical		100	15	Normal	○
55	Heat Wave	Fire	Special	100	90	10	Enemy2	

BATTLE MOVES

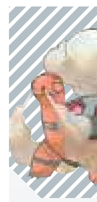
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Eruption	Fire	Special	150	100	5	Enemy2	
Endure	Normal	Status			10	Self	
Sleep Talk	Normal	Status			10	DoM	
Yawn	Normal	Status			10	Normal	
Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
Fissure	Ground	Physical		30	5	Normal	





SPOINK 325

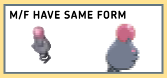


PSYCHIC

WEIGHT: 67.5 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Own Tempo
ITEMS: Tanga Berry

HEIGHT: 2'04"

M/F HAVE SAME FORM

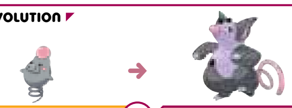


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It bounces constantly, using its tail like a spring. The shock of bouncing keeps its heart beating.

PEARL It bounces constantly, using its tail like a spring. The shock of bouncing keeps its heart beating.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 214 (Mass outbreak)

PEARL Route 214 (Mass outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
7	Psywave	Psychic	Special		80	15	Normal	
10	Odor Sleuth	Normal	Status			40	Normal	
14	Psybeam	Psychic	Special	65	100	20	Normal	
15	Psych Up	Normal	Status			10	Normal	
18	Confuse Ray	Ghost	Status		100	10	Normal	
21	Magic Coat	Psychic	Status			15	Self	
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status			10	Self	
29	Snore	Normal	Special	40	100	15	Normal	
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	
46	Power Gem	Rock	Special	70	100	20	Normal	
48	Bounce	Flying	Physical	85	85	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Future Sight	Psychic	Special	80	90	15	Normal	
Extrasensory	Psychic	Special	80	100	30	Normal	
Substitute	Normal	Status			10	Self	
Trick	Psychic	Status		100	10	Normal	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Amnesia	Psychic	Status			20	Self	
Mirror Coat	Psychic	Special		100	20	Self	

GRUMPIG 326



PSYCHIC

WEIGHT: 157.6 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Own Tempo
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM

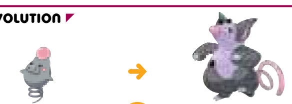


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses black pearls to amplify its psycho-power. It does an odd dance to gain control over foes.

PEARL It uses black pearls to amplify its psycho-power. It does an odd dance to gain control over foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Spoink level up to Lv 32

PEARL Make Spoink level up to Lv 32

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Psywave	Psychic	Special		80	15	Normal	
Basic	Odor Sleuth	Normal	Status			40	Normal	
Basic	Psybeam	Psychic	Special	65	100	20	Normal	
7	Psywave	Psychic	Special		80	15	Normal	
10	Odor Sleuth	Normal	Status			40	Normal	
14	Psybeam	Psychic	Special	65	100	20	Normal	
15	Psych Up	Normal	Status			10	Normal	
18	Confuse Ray	Ghost	Status		100	10	Normal	
21	Magic Coat	Psychic	Status			15	Self	
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status			10	Self	
29	Snore	Normal	Special	40	100	15	Normal	
37	Payback	Dark	Physical	50	100	10	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	
55	Power Gem	Rock	Special	70	100	20	Normal	
60	Bounce	Flying	Physical	85	85	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

SPINDA 327

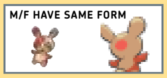


NORMAL

WEIGHT: 11.0 lbs.
GENDER: Male / Female
ABILITY: Own Tempo, Tangled Feet
ITEMS: Chesto Berry

HEIGHT: 3'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND No two Spinda have the same pattern of spots. Its tottering step fouls the aim of foes.

PEARL No two Spinda have the same pattern of spots. Its tottering step fouls the aim of foes.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 227 (Mass outbreak)

PEARL Route 227 (Mass outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Uproar	Normal	Special	50	100	10	Random1	
10	Copycat	Normal	Status			20	DoM	
14	Faint Attack	Dark	Physical	60		20	Normal	○
19	Psybeam	Psychic	Special	65	100	20	Normal	
23	Hypnosis	Psychic	Status		70	20	Normal	
28	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
32	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Teeter Dance	Normal	Status		100	20	Enemy2/Ally1	
41	Psych Up	Normal	Status			10	Normal	
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
50	Flail	Normal	Physical		100	15	Normal	○
55	Thrash	Normal	Physical	90	100	20	Random1	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

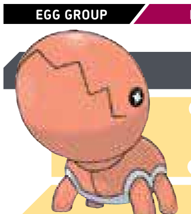
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Encore	Normal	Status		100	5	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Assist	Normal	Status			20	DoM	
Disable	Normal	Status		80	20	Normal	
Baton Pass	Normal	Status			40	Self	
Wish	Normal	Status			10	Self	
Trick	Psychic	Status		100	10	Normal	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Role Play	Psychic	Status			10	Normal	
Psycho Cut	Psychic	Physical	70	100	20	Normal	

TRAPINCH 328



GROUND

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Arena Trap
ITEMS: Soft Sand

HEIGHT: 2'04"

M/F HAVE SAME FORM

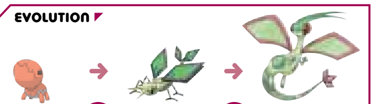


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes a conical pit in desert sand and lies in wait at the bottom for prey to come tumbling down.

PEARL It makes a conical pit in desert sand and lies in wait at the bottom for prey to come tumbling down.

EVOLUTION



Trapinch → LV35 → Vibrava → LV45 → Flygon

MAIN METHODS TO OBTAIN

DIAMOND Route 228 (Use Poké Radar)

PEARL Route 228 (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
9	Sand-Attack	Ground	Status		100	15	Normal	
17	Faint Attack	Dark	Physical	60		20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Dig	Ground	Physical	80	100	10	Normal	○
49	Sandstorm	Rock	Status			10	All	
57	Hyper Beam	Normal	Special	150	90	5	Normal	
65	Earth Power	Ground	Special	90	100	10	Normal	
73	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
81	Feint	Normal	Physical	50	100	10	Normal	
89	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

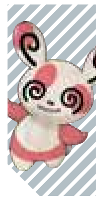
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

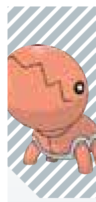
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

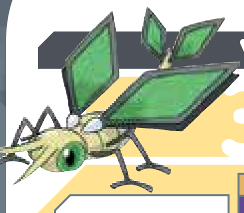
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Focus Energy	Normal	Status			30	Self	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Gust	Flying	Special	40	100	35	Normal	
Flail	Normal	Physical		100	15	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○





VIBRAVA

329



GROUND
DRAGON

WEIGHT: 33.7 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 3'07"



M/F HAVE SAME FORM

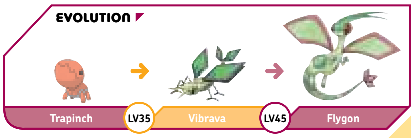


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

PEARL It violently shudders its wings, generating ultrasonic waves to induce headaches in people.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228 (Use Poké Radar)
PEARL Route 228 (Use Poké Radar)
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	SonicBoom	Normal	Special		90	20	Normal	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Faint Attack	Dark	Physical	60		20	Normal	○
Basic	Sand Tomb	Ground	Physical	15	70	15	Normal	
9	Sand-Attack	Ground	Status		100	15	Normal	
17	Faint Attack	Dark	Physical	60		20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	
33	Supersonic	Normal	Status		55	20	Normal	
35	DragonBreath	Dragon	Special	60	100	20	Normal	
41	Screech	Normal	Status		85	40	Normal	
49	Sandstorm	Rock	Status			10	All	
57	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

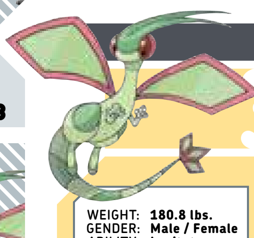
MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

FLYGON

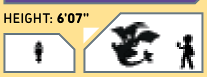
330



GROUND
DRAGON

WEIGHT: 180.8 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 6'07"



M/F HAVE SAME FORM

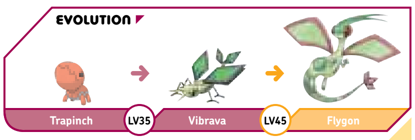


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It whips up sandstorms with powerful flaps of its wings. It is known as The Desert Spirit.

PEARL It whips up sandstorms with powerful flaps of its wings. It is known as The Desert Spirit.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Vibrava level up to Lv 45
PEARL Make Vibrava level up to Lv 45
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	SonicBoom	Normal	Special		90	20	Normal	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Faint Attack	Dark	Physical	60		20	Normal	○
Basic	Sand Tomb	Ground	Physical	15	70	15	Normal	
9	Sand-Attack	Ground	Status		100	15	Normal	
17	Faint Attack	Dark	Physical	60		20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	
33	Supersonic	Normal	Status		55	20	Normal	
35	DragonBreath	Dragon	Special	60	100	20	Normal	
41	Screech	Normal	Status		85	40	Normal	
45	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
49	Sandstorm	Rock	Status			10	All	
57	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.



CACNEA 331

GRASS

WEIGHT: 113.1 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: Sticky Barb

HEIGHT: 1'04"

M/F HAVE SAME FORM

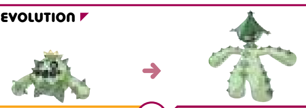


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND By storing water in its body, this desert dweller can survive for 30 days without water.

PEARL By storing water in its body, this desert dweller can survive for 30 days without water.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228

PEARL Route 228

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | GRASS | HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Absorb	Grass	Special	20	100	25	Normal	
9	Growth	Normal	Status			40	Self	
13	Leech Seed	Grass	Status		90	10	Normal	
17	Sand-Attack	Ground	Status		100	15	Normal	
21	Pin Missile	Bug	Physical	14	85	20	Normal	
25	Ingrain	Grass	Status			20	Self	
29	Faint Attack	Dark	Physical	60		20	Normal	○
33	Spikes	Ground	Status			20	Enemy2	
37	Sucker Punch	Dark	Physical	80	100	5	Normal	○
41	Payback	Dark	Physical	50	100	10	Normal	○
45	Needle Arm	Grass	Physical	60	100	15	Normal	○
49	Cotton Spore	Grass	Status		85	40	Normal	
53	Sandstorm	Rock	Status			10	All	
57	Destiny Bond	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
GrassWhistle	Grass	Status		55	15	Normal	
Acid	Poison	Special	40	100	30	Enemy2	
Teeter Dance	Normal	Status		100	20	Enemy2/Ally1	
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Counter	Fighting	Physical		100	20	Self	○
Low Kick	Fighting	Physical		100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Magical Leaf	Grass	Special	60		20	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	



CACTURNE 332

GRASS
DARK

WEIGHT: 170.6 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: Sticky Barb

HEIGHT: 4'03"

MALE FORM | FEMALE FORM

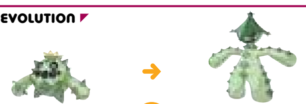


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It becomes active at night, seeking prey that is exhausted from the day's desert heat.

PEARL It becomes active at night, seeking prey that is exhausted from the day's desert heat.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228

PEARL Route 228

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP | GRASS | HUMAN-LIKE

LEARNED ATTACKS

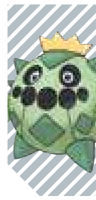
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Revenge	Fighting	Physical	60	100	10	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Growth	Normal	Status			40	Self	
5	Absorb	Grass	Special	20	100	25	Normal	
9	Growth	Normal	Status			40	Self	
13	Leech Seed	Grass	Status		90	10	Normal	
17	Sand-Attack	Ground	Status		100	15	Normal	
21	Pin Missile	Bug	Physical	14	85	20	Normal	
25	Ingrain	Grass	Status			20	Self	
29	Faint Attack	Dark	Physical	60		20	Normal	○
35	Spikes	Ground	Status			20	Enemy2	
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
47	Payback	Dark	Physical	50	100	10	Normal	○
53	Needle Arm	Grass	Physical	60	100	15	Normal	○
59	Cotton Spore	Grass	Status		85	40	Normal	
65	Sandstorm	Rock	Status			10	All	
71	Destiny Bond	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○







SWABLU

333



NORMAL
FLYING

WEIGHT: 2.6 lbs.
GENDER: Male / Female
ABILITY: Natural Cure
ITEMS: None

HEIGHT: 1'04"

M/F HAVE SAME FORM

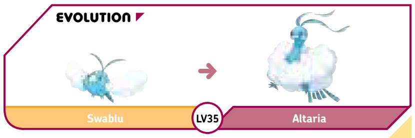


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its wings are like cotton tufts. If it perches on someone's head, it looks like a cotton hat.

PEARL Its wings are like cotton tufts. If it perches on someone's head, it looks like a cotton hat.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 211 on Celestic Town side (Use Poké Radar)

PEARL Route 211 on Celestic Town side (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Astonish	Ghost	Physical	30	100	15	Normal	○
9	Sing	Normal	Status		55	15	Normal	
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
18	Safeguard	Normal	Status			25	Enemy2	
23	Mist	Ice	Status			30	Enemy2	
28	Take Down	Normal	Physical	90	85	20	Normal	○
32	Natural Gift	Normal	Physical		100	15	Normal	
36	Mirror Move	Flying	Status			20	DoM	
40	Refresh	Normal	Status			20	Self	
45	Dragon Pulse	Dragon	Special	90	100	10	Normal	
50	Perish Song	Normal	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Agility	Psychic	Status			30	Self	
Haze	Ice	Status			30	All	
Pursuit	Dark	Physical	40	100	20	Normal	○
Rage	Normal	Physical	20	100	20	Normal	○
FeatherDance	Flying	Status		100	15	Normal	
Dragon Rush	Dragon	Physical	100	75	10	Normal	○

ALTARIA

334



DRAGON
FLYING

WEIGHT: 45.4 lbs.
GENDER: Male / Female
ABILITY: Natural Cure
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

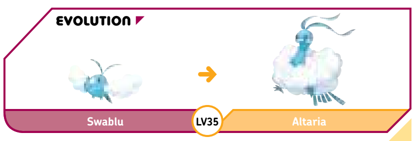


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It looks like a fluffy cloud when it is in flight. It hums with its soprano voice.

PEARL It looks like a fluffy cloud when it is in flight. It hums with its soprano voice.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Swablu level up to Lv 35.

PEARL Make Swablu level up to Lv 35.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FLYING / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pluck	Flying	Physical	60	100	20	Normal	○
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Sing	Normal	Status		55	15	Normal	
5	Astonish	Ghost	Physical	30	100	15	Normal	○
9	Sing	Normal	Status		55	15	Normal	
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
18	Safeguard	Normal	Status			25	Enemy2	
23	Mist	Ice	Status			30	Enemy2	
28	Take Down	Normal	Physical	90	85	20	Normal	○
32	Natural Gift	Normal	Physical		100	15	Normal	
35	DragonBreath	Dragon	Special	60	100	20	Normal	
39	Dragon Dance	Dragon	Status			20	Self	
46	Refresh	Normal	Status			20	Self	
54	Dragon Pulse	Dragon	Special	90	100	10	Normal	
62	Perish Song	Normal	Status			5	All	
70	Sky Attack	Flying	Physical	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

ZANGOOSE

335



NORMAL

WEIGHT: **88.8 lbs.**
GENDER: **Male / Female**
ABILITY: **Immunity**
ITEMS: **Quick Claw**

HEIGHT: **4'03"**



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has feuded with Seviper for many generations. Its sharp claws are its biggest weapons.

PEARL It has feuded with Seviper for many generations. Its sharp claws are its biggest weapons.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 210 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

PEARL Route 208, Route 210 (After obtaining the National Pokédex, insert Ruby cartridge into your DS)

GBA After you catch it in Ruby, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Swords Dance	Normal	Status			30	Self	
14	Fury Cutter	Bug	Physical	10	95	20	Normal	○
18	Slash	Normal	Physical	70	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
27	Embargo	Dark	Status		100	15	Normal	
31	Crush Claw	Normal	Physical	75	95	10	Normal	○
35	Taunt	Dark	Status		100	20	Normal	
40	Detect	Fighting	Status			5	Self	
44	False Swipe	Normal	Physical	40	100	40	Normal	○
48	X-Scissor	Bug	Physical	80	100	15	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

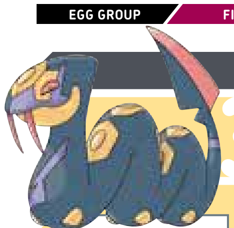
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Flail	Normal	Physical		100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	Enemy2	
Counter	Fighting	Physical		100	20	Self	○
Roar	Normal	Status		100	20	Normal	
Curse	???	Status			10	Normal/Self	
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○



SEVIPER

336



POISON

WEIGHT: **115.7 lbs.**
GENDER: **Male / Female**
ABILITY: **Shed Skin**
ITEMS: **None**

HEIGHT: **8'10"**



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND For many generations, it has feuded with Zangoose. It whets its bladed tail on rocks for battle.

PEARL For many generations, it has feuded with Zangoose. It whets its bladed tail on rocks for battle.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 210 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Route 208, Route 210 (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA After you catch it in either Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
7	Lick	Ghost	Physical	20	100	30	Normal	○
10	Bite	Dark	Physical	60	100	25	Normal	○
16	Poison Tail	Poison	Physical	50	100	25	Normal	○
19	Screech	Normal	Status		85	40	Normal	
25	Glare	Normal	Status		75	30	Normal	
28	Crunch	Dark	Physical	80	100	15	Normal	○
34	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Swagger	Normal	Status		90	15	Normal	
43	Haze	Ice	Status			30	All	
46	Night Slash	Dark	Physical	70	100	15	Normal	○
52	Poison Jab	Poison	Physical	80	100	20	Normal	○
55	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

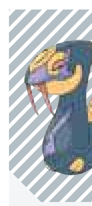
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	

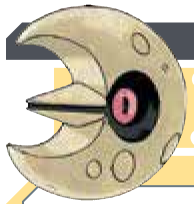
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special		100	10	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Assurance	Dark	Physical	50	100	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○





LUNATONE 337

ROCK PSYCHIC

WEIGHT: 370.4 lbs.
GENDER: Unkown
ABILITY: Levitate
ITEMS: Moon Stone

HEIGHT: 3'03"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Because it turns active on nights of the full moon, it is said to have some link to the lunar phases.

PEARL Because it turns active on nights of the full moon, it is said to have some link to the lunar phases.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Lake Verity, Lake Valor, Lake Acuity, Sendoff Spring, Turnback Cave, Mt. Coronet (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Lake Verity, Lake Valor, Lake Acuity, Sendoff Spring, Turnback Cave, Mt. Coronet (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA After you catch it in Sapphire, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
9	Rock Throw	Rock	Physical	50	90	15	Normal	
12	Hypnosis	Psychic	Status		70	20	Normal	
20	Rock Polish	Rock	Status			20	Self	
23	Psywave	Psychic	Special		80	15	Normal	
31	Embargo	Dark	Status		100	15	Normal	
34	Cosmic Power	Psychic	Status			20	Self	
42	Heal Block	Psychic	Status		100	15	Enemy2	
45	Psychic	Psychic	Special	90	100	10	Normal	
53	Future Sight	Psychic	Special	80	90	15	Normal	
56	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

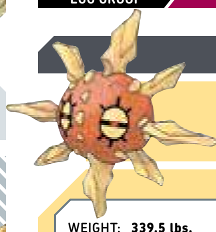
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



SOLROCK 338

ROCK PSYCHIC

WEIGHT: 339.5 lbs.
GENDER: Unknown
ABILITY: Levitate
ITEMS: Sun Stone

HEIGHT: 3'11"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A new Pokémon species, rumored to be from the sun. It gives off light while spinning.

PEARL A new Pokémon species, rumored to be from the sun. It gives off light while spinning.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Lake Verity, Lake Valor, Lake Acuity, Sendoff Spring, Turnback Cave, Mt. Coronet (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

PEARL Lake Verity, Lake Valor, Lake Acuity, Sendoff Spring, Turnback Cave, Mt. Coronet (After obtaining the National Pokédex, insert Sapphire cartridge into your DS)

GBA After you catch it in either Ruby or Enerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
9	Rock Throw	Rock	Physical	50	90	15	Normal	
12	Fire Spin	Fire	Special	15	70	15	Normal	
20	Rock Polish	Rock	Status			20	Self	
23	Psywave	Psychic	Special		80	15	Normal	
31	Embargo	Dark	Status		100	15	Normal	
34	Cosmic Power	Psychic	Status			20	Self	
42	Heal Block	Psychic	Status		100	15	Enemy2	
45	Rock Slide	Rock	Physical	75	90	10	Enemy2	
53	SolarBeam	Grass	Special	120	100	10	Normal	
56	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BARBOACH

339



WATER
GROUND

WEIGHT: 4.2 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Anticipation
ITEMS: None

HEIGHT: 1'04"

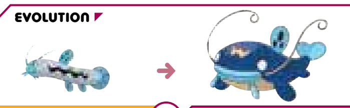
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It coats its entire body with a slimy fluid so it can squirm and slip away if grabbed.

PEARL Its whiskers make a superb radar. They are used to locate prey, even in the murkiest of water.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 210, Route 212, Ravaged Path, Celestic Town, Oreburgh Gate, Eterna City (Use Good Rod)

PEARL Route 208, Route 210, Route 212, Ravaged Path, Celestic Town, Oreburgh Gate, Eterna City (Use Good Rod)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
6	Mud Sport	Ground	Status			15	All	
6	Water Sport	Water	Status			15	All	
10	Water Gun	Water	Special	40	100	25	Normal	
14	Mud Bomb	Ground	Special	65	85	10	Normal	
18	Amnesia	Psychic	Status			20	Self	
22	Water Pulse	Water	Special	60	100	20	Normal	
26	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
31	Rest	Psychic	Status			10	Self	
31	Snore	Normal	Special	40	100	15	Normal	
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
43	Future Sight	Psychic	Special	80	90	15	Normal	
47	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Thrash	Normal	Physical	90	100	20	Random1	○
Whirlpool	Water	Special	15	70	15	Normal	
Spark	Electric	Physical	65	100	20	Normal	○
Hydro Pump	Water	Special	120	80	5	Normal	
Flail	Normal	Physical		100	15	Normal	○
Take Down	Normal	Physical	90	85	20	Normal	○

WHISCASH

340



WATER
GROUND

WEIGHT: 52.0 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Anticipation
ITEMS: None

HEIGHT: 2'11"

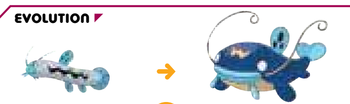
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is very territorial. It repels foes by setting off tremors that extend over a three-mile radius.

PEARL As a result of causing tremors by thrashing about, it developed the ability to foretell real quakes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 210, Route 212, Ravaged Path, Eterna City, Celestic Town (Use Super Rod)

PEARL Route 208, Route 210, Route 212, Ravaged Path, Eterna City, Celestic Town (Use Super Rod)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Basic	Tickle	Normal	Status		100	20	Normal	
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Water Sport	Water	Status			15	All	
6	Mud Sport	Ground	Status			15	All	
6	Water Sport	Water	Status			15	All	
10	Water Gun	Water	Special	40	100	25	Normal	
14	Mud Bomb	Ground	Special	65	85	10	Normal	
18	Amnesia	Psychic	Status			20	Self	
22	Water Pulse	Water	Special	60	100	20	Normal	
26	Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
33	Rest	Psychic	Status			10	Self	
33	Snore	Normal	Special	40	100	15	Normal	
39	Aqua Tail	Water	Physical	90	90	10	Normal	○
45	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
51	Future Sight	Psychic	Special	80	90	15	Normal	
57	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

CORPHISH

341



WATER

WEIGHT: 25.4 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Shell Armor
ITEMS: None

HEIGHT: 2'00"

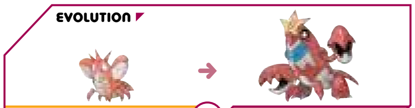
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its hardy vitality enables it to adapt to any environment. Its pincers will never release prey.

PEARL Its hardy vitality enables it to adapt to any environment. Its pincers will never release prey.

EVOLUTION



Corphish → LV30 → Crawdaunt

MAIN METHODS TO OBTAIN

DIAMOND Celestic Town (Use Super Rod)

PEARL Celestic Town (Use Super Rod)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
7	Harden	Normal	Status			30	Self	
10	ViceGrip	Normal	Physical	55	100	30	Normal	○
13	Leer	Normal	Status		100	30	Enemy2	
20	BubbleBeam	Water	Special	65	100	20	Normal	
23	Protect	Normal	Status			10	Self	
26	Knock Off	Dark	Physical	20	100	20	Normal	○
32	Taunt	Dark	Status		100	20	Normal	
35	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Crabhammer	Water	Physical	90	85	10	Normal	○
44	Swords Dance	Normal	Status			30	Self	
47	Crunch	Dark	Physical	80	100	15	Normal	○
53	Guillotine	Normal	Physical		30	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

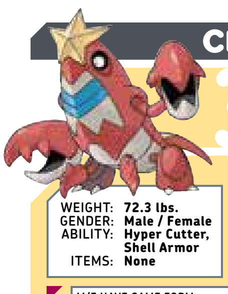
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mud Sport	Ground	Status			15	All	
Endeavor	Normal	Physical		100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	○
Super Power	Fighting	Physical	120	100	5	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○

CRAWDAUNT

342



WATER
DARK

WEIGHT: 72.3 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Shell Armor
ITEMS: None

HEIGHT: 3'07"

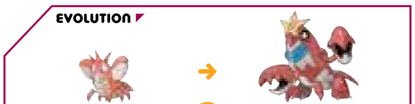
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is a ruffian that uses its pincers to pick up and toss out other Pokémon from its pond.

PEARL It is a ruffian that uses its pincers to pick up and toss out other Pokémon from its pond.

EVOLUTION



Corphish → LV30 → Crawdaunt

MAIN METHODS TO OBTAIN

DIAMOND Celestic Town (Use Super Rod)

PEARL Celestic Town (Use Super Rod)

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Harden	Normal	Status			30	Self	
Basic	ViceGrip	Normal	Physical	55	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
7	Harden	Normal	Status			30	Self	
10	ViceGrip	Normal	Physical	55	100	30	Normal	○
13	Leer	Normal	Status		100	30	Enemy2	
20	BubbleBeam	Water	Special	65	100	20	Normal	
23	Protect	Normal	Status			10	Self	
26	Knock Off	Dark	Physical	20	100	20	Normal	○
30	Swift	Normal	Special	60		20	Enemy2	
34	Taunt	Dark	Status		100	20	Normal	
39	Night Slash	Dark	Physical	70	100	15	Normal	○
44	Crabhammer	Water	Physical	90	85	10	Normal	○
52	Swords Dance	Normal	Status			30	Self	
57	Crunch	Dark	Physical	80	100	15	Normal	○
65	Guillotine	Normal	Physical		30	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



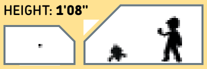
BALTOY

343

GROUND
PSYCHIC

WEIGHT: 47.4 lbs.
GENDER: Unknown
ABILITY: Levitate
ITEMS: None

HEIGHT: 1'08"



GENDER UNKOWN

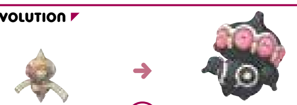


- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND It moves by spinning on its foot. It is a rare Pokémon that was discovered in ancient ruins.

PEARL It moves by spinning on its foot. It is a rare Pokémon that was discovered in ancient ruins.

EVOLUTION



Baltoy LV36 Claydol

MAIN METHODS TO OBTAIN

DIAMOND Route 206 (Use Poké Radar)

PEARL Route 206 (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Confusion	Psychic	Special	50	100	25	Normal	
3	Harden	Normal	Status			30	Self	
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	
11	Psybeam	Psychic	Special	65	100	20	Normal	
15	Rock Tomb	Rock	Physical	50	80	10	Normal	
19	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
25	AncientPower	Rock	Special	60	100	5	Normal	
31	Power Trick	Psychic	Status			10	Self	
37	Sandstorm	Rock	Status			10	All	
45	Cosmic Power	Psychic	Status			20	Self	
53	Earth Power	Ground	Special	90	100	10	Normal	
61	Heal Block	Psychic	Status		100	15	Enemy2	
71	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



CLAYDOL

344

GROUND
PSYCHIC

WEIGHT: 238.1 lbs
GENDER: Unknown
ABILITY: Levitate
ITEMS: None

HEIGHT: 4'11"



GENDER UNKNOWN

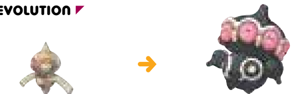


- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND An ancient clay figurine that came to life as a Pokémon from exposure to a mysterious ray of light.

PEARL An ancient clay figurine that came to life as a Pokémon from exposure to a mysterious ray of light.

EVOLUTION



Baltoy LV36 Claydol

MAIN METHODS TO OBTAIN

DIAMOND Make Baltoy level up to Lv36

PEARL Make Baltoy level up to Lv36

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Teleport	Psychic	Status			20	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Harden	Normal	Status			30	Self	
Basic	Rapid Spin	Normal	Physical	20	100	40	Normal	○
3	Harden	Normal	Status			30	Self	
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	
11	Psybeam	Psychic	Special	65	100	20	Normal	
15	Rock Tomb	Rock	Physical	50	80	10	Normal	
19	Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
25	AncientPower	Rock	Special	60	100	5	Normal	
31	Power Trick	Psychic	Status			10	Self	
36	Hyper Beam	Normal	Special	150	90	5	Normal	
40	Sandstorm	Rock	Status			10	All	
51	Cosmic Power	Psychic	Status			20	Self	
62	Earth Power	Ground	Special	90	100	10	Normal	
73	Heal Block	Psychic	Status		100	15	Enemy2	
86	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

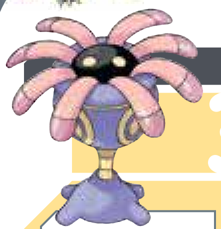
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







SINNOH POKÉDEX



LILEEP

345

ROCK GRASS

WEIGHT: 52.5 lbs.
GENDER: Male / Female
ABILITY: Suction Cups
ITEMS: None

HEIGHT: 3'03"



M/F HAVE SAME FORM

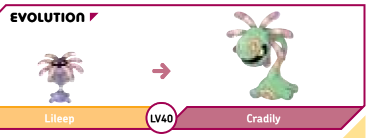


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lived on the seafloor 100 million years ago and was reanimated scientifically.

PEARL It lived on the seafloor 100 million years ago and was reanimated scientifically.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Obtain Root Fossil in Underground and have it restored at the Mining Museum in Oreburgh City.

PEARL Obtain Root Fossil in Underground and have it restored at the Mining Museum in Oreburgh City.

GBA After you obtain it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
8	Acid	Poison	Special	40	100	30	Enemy2	
15	Ingrain	Grass	Status			20	Self	
22	Confuse Ray	Ghost	Status		100	10	Normal	
29	Amnesia	Psychic	Status			20	Self	
36	Gastro Acid	Poison	Status		100	10	Normal	
43	AncientPower	Rock	Special	60	100	5	Normal	
50	Energy Ball	Grass	Special	80	100	10	Normal	
57	Stockpile	Normal	Status			20	Self	
57	Spit Up	Normal	Special		100	10	Normal	
57	Swallow	Normal	Status			10	Self	
64	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Barrier	Psychic	Status			30	Self	
Recover	Normal	Status			10	Self	
Mirror Coat	Psychic	Special		100	20	Self	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Wring Out	Normal	Special		100	5	Normal	○
Tickle	Normal	Status		100	20	Normal	



CRADILY

346

ROCK GRASS

WEIGHT: 133.2 lbs.
GENDER: Male / Female
ABILITY: Suction Cups
ITEMS: None

HEIGHT: 4'11"



M/F HAVE SAME FORM

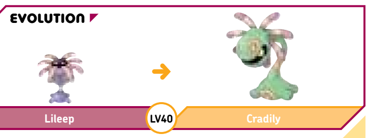


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in the shallows of warm seas. When the tide goes out, it digs up prey from beaches.

PEARL It lives in the shallows of warm seas. When the tide goes out, it digs up prey from beaches.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Lileep level up to Lv40.

PEARL Make Lileep level up to Lv40.

GBA After you obtain it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Acid	Poison	Special	40	100	30	Enemy2	
Basic	Ingrain	Grass	Status			20	Self	
8	Acid	Poison	Special	40	100	30	Enemy2	
15	Ingrain	Grass	Status			20	Self	
22	Confuse Ray	Ghost	Status		100	10	Normal	
29	Amnesia	Psychic	Status			20	Self	
36	AncientPower	Rock	Special	60	100	5	Normal	
46	Gastro Acid	Poison	Status		100	10	Normal	
56	Energy Ball	Grass	Special	80	100	10	Normal	
66	Stockpile	Normal	Status			20	Self	
66	Spit Up	Normal	Special		100	10	Normal	
66	Swallow	Normal	Status			10	Self	
76	Wring Out	Normal	Special		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

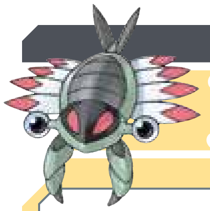
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○





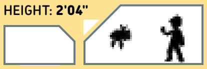
ANORITH 347



ROCK
BUG

WEIGHT: 27.6 lbs.
GENDER: Male / Female
ABILITY: Battle Armor
ITEMS: None

HEIGHT: 2'04"



M/F HAVE SAME FORM

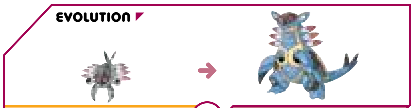


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon ancestor that was reanimated from a fossil. It lived in the sea and hunted with claws.

PEARL A Pokémon ancestor that was reanimated from a fossil. It lived in the sea and hunted with claws.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Obtain Claw Fossil in Underground and have it restored at the Mining Museum in Oreburgh City.

PEARL Obtain Claw Fossil in Underground and have it restored at the Mining Museum in Oreburgh City.

GBA After you obtain it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
7	Mud Sport	Ground	Status			15	All	
13	Water Gun	Water	Special	40	100	25	Normal	
19	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Protect	Normal	Status			10	Self	
31	AncientPower	Rock	Special	60	100	5	Normal	
37	Fury Cutter	Bug	Physical	10	95	20	Normal	○
43	Slash	Normal	Physical	70	100	20	Normal	○
49	Rock Blast	Rock	Physical	25	80	10	Normal	
55	Crush Claw	Normal	Physical	75	95	10	Normal	○
61	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES

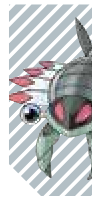
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Swords Dance	Normal	Status			30	Self	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Screech	Normal	Status		85	40	Normal	
Sand-Attack	Ground	Status		100	15	Normal	
Cross Poison	Poison	Physical	70	100	20	Normal	○



ARMALDO 348



ROCK
BUG

WEIGHT: 150.4 lbs.
GENDER: Male / Female
ABILITY: Battle Armor
ITEMS: None

HEIGHT: 4'11"



M/F HAVE SAME FORM

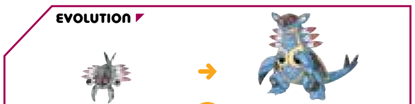


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It went ashore after evolving. Its entire body is clad in a sturdy armor.

PEARL It went ashore after evolving. Its entire body is clad in a sturdy armor.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Anorith level up to Lv40.

PEARL Make Anorith level up to Lv40.

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 3

LEARNED ATTACKS

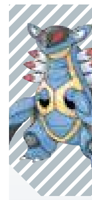
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Water Gun	Water	Special	40	100	25	Normal	
7	Mud Sport	Ground	Status			15	All	
13	Water Gun	Water	Special	40	100	25	Normal	
19	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Protect	Normal	Status			10	Self	
31	AncientPower	Rock	Special	60	100	5	Normal	
37	Fury Cutter	Bug	Physical	10	95	20	Normal	○
46	Slash	Normal	Physical	70	100	20	Normal	○
55	Rock Blast	Rock	Physical	25	80	10	Normal	
67	Crush Claw	Normal	Physical	75	95	10	Normal	○
73	X-Scissor	Bug	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



FEEBAS



349

WATER

WEIGHT: 16.3 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is famous for its shabby appearance. While populous, they tend to cluster in set locations.

PEARL It eats anything, so it can even live in polluted streams and lakes. No one pays any attention to it.

EVOLUTION

Feebas → Milotic: Level up when the Beauty condition is very high.

MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (1st time) 1st Basement (Old Rod)
PEARL Mt. Coronet (1st time) 1st Basement (Old Rod)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
15	Tackle	Normal	Physical	35	95	35	Normal	○
30	Flail	Normal	Physical		100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mirror Coat	Psychic	Special		100	20	Self	
DragonBreath	Dragon	Special	60	100	20	Normal	
Mud Sport	Ground	Status			15	All	
Hypnosis	Psychic	Status		70	20	Normal	
Light Screen	Psychic	Status			30	Ally2	
Confuse Ray	Ghost	Status		100	10	Normal	
Mist	Ice	Status			30	Ally2	
Haze	Ice	Status			30	All	
Tickle	Normal	Status		100	20	Normal	

MILOTIC



350

WATER

WEIGHT: 357.1 lbs.
GENDER: Male / Female
ABILITY: Marvel Scale
ITEMS: None

HEIGHT: 20'04"

MALE FORM
FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When people bicker, it is said to arise from the depths of lakes to becalm violent hearts.

PEARL It is the world's most beautiful Pokémon. There are many works of art featuring Milotic.

EVOLUTION

Feebas → Milotic: Level up when the Beauty condition is very high.

MAIN METHODS TO OBTAIN

DIAMOND Make Feebas level up on a high Beauty condition
PEARL Make Feebas level up on a high Beauty condition
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
5	Water Sport	Water	Status			15	All	
9	Refresh	Normal	Status			20	Self	
13	Water Pulse	Water	Special	60	100	20	Normal	
17	Twister	Dragon	Special	40	100	20	Enemy2	
21	Recover	Normal	Status			10	Self	
25	Captivate	Normal	Status		100	20	Enemy2	
29	Aqua Tail	Water	Physical	90	90	10	Normal	○
33	Rain Dance	Water	Status			5	All	
37	Hydro Pump	Water	Special	120	80	5	Normal	
41	Attract	Normal	Status		100	15	Normal	
45	Safeguard	Normal	Status			25	Ally2	
49	Aqua Ring	Water	Status			20	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



CASTFORM
351

NORMAL

WEIGHT: 1.8 lbs.
GENDER: Male / Female
ABILITY: Forecast
ITEMS: Mystic Water

HEIGHT: 1'00"

NORMAL FORM* 
SUN FORM* 
RAIN WATER* 
SNOW CLOUD* 

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its appearance changes with the weather. Recently, its molecules were found to be just like water.

PEARL Its appearance changes with the weather. Recently, its molecules were found to be just like water.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Trophy Garden in Pokémon Mansion. (After obtaining the National Pokédex, go speak to the mansion owner)

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / AMORPHOUS

*Castform takes Sun Form in Sunny weather, Rain Water Form in Rainy weather, Snow Cloud Form in Hail weather.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	
10	Ember	Fire	Special	40	100	25	Normal	
10	Snow Powder	Ice	Special	40	100	25	Enemy2	
20	Rain Dance	Water	Status			5	All	
20	Sunny Day	Fire	Status			5	All	
20	Hail	Ice	Status			10	All	
30	Weather Ball	Normal	Special	50	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Future Sight	Psychic	Special	80	90	15	Normal	
Psych Up	Normal	Status			10	Normal	
Lucky Chant	Normal	Status			30	Ally2	
Disable	Normal	Status		80	20	Normal	
Amnesia	Psychic	Status			20	Self	
Ominous Wind	Ghost	Special	60	100	5	Normal	



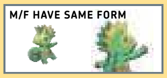
KECLEON
352

NORMAL

WEIGHT: 48.5 lbs.
GENDER: Male / Female
ABILITY: Color Change
ITEMS: Persim Berry

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can freely change its body's color. The zigzag pattern on its belly doesn't change, however.

PEARL It can freely change its body's color. The zigzag pattern on its belly doesn't change, however.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 210 on Celestic Town side (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thief	Dark	Physical	40	100	10	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
4	Bind	Normal	Physical	15	75	20	Normal	○
7	Faint Attack	Dark	Physical	60		20	Normal	○
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Psybeam	Psychic	Special	65	100	20	Normal	
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Slash	Normal	Physical	70	100	20	Normal	○
32	Screech	Normal	Status		85	40	Normal	
39	Substitute	Normal	Status			10	Self	
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
55	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
64	AncientPower	Rock	Special	60	100	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

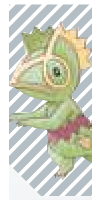
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Disable	Normal	Status		80	20	Normal	
Magic Coat	Psychic	Status			15	Self	
Trick	Psychic	Status		100	10	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Nasty Plot	Dark	Status			20	Self	
Dizzy Punch	Normal	Physical	70	100	10	Normal	○







SHUPPET 353



GHOST

WEIGHT: 5.1 lbs.
GENDER: Male / Female
ABILITY: Insomnia, Frisk
ITEMS: None

HEIGHT: 2'00"

M/F HAVE SAME FORM

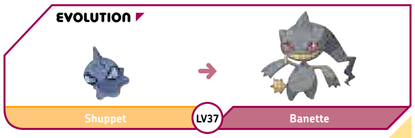


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves vengeful emotions and hangs in rows under the eaves of houses where vengeful people live.

PEARL It loves vengeful emotions and hangs in rows under the eaves of houses where vengeful people live.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

PEARL Discover its egg.

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Knock Off	Dark	Physical	20	100	20	Normal	○
5	Screech	Normal	Status		85	40	Normal	
8	Night Shade	Ghost	Special		100	15	Normal	
13	Curse	???	Status			10	Normal/Self	
16	Spite	Ghost	Status		100	10	Normal	
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Will-O-Wisp	Fire	Status		75	15	Normal	
28	Faint Attack	Dark	Physical	60		20	Normal	○
31	Shadow Ball	Ghost	Special	80	100	15	Normal	
35	Sucker Punch	Dark	Physical	80	100	5	Normal	○
38	Embargo	Dark	Status		100	15	Normal	
43	Snatch	Dark	Status			10	DoM	
46	Grudge	Ghost	Status			5	Self	
50	Trick	Psychic	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Disable	Normal	Status		80	20	Normal	
Destiny Bond	Ghost	Status			5	Self	
Foresight	Normal	Status			40	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○
Imprison	Psychic	Status			10	Self	
Pursuit	Dark	Physical	40	100	20	Normal	○
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Payback	Dark	Physical	50	100	10	Normal	○
Confuse Ray	Ghost	Status		100	10	Normal	

BANETTE 354



GHOST

WEIGHT: 27.6 lbs.
GENDER: Male / Female
ABILITY: Insomnia, Frisk
ITEMS: Spell Tag

HEIGHT: 3'07"

M/F HAVE SAME FORM

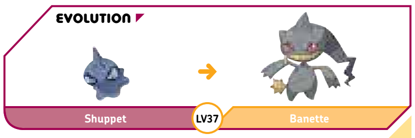


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A doll that became a Pokémon over its grudge from being junked. It seeks the child that disowned it.

PEARL A doll that became a Pokémon over its grudge from being junked. It seeks the child that disowned it.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 225, Route 226, Route 227, Stark Mountain (Outside)

PEARL Route 225, Route 226, Route 227, Stark Mountain (Outside)

GBA After it evolves in either Ruby, Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Knock Off	Dark	Physical	20	100	20	Normal	○
Basic	Screech	Normal	Status		85	40	Normal	
Basic	Night Shade	Ghost	Special		100	15	Normal	
Basic	Curse	???	Status			10	Normal/Self	
5	Screech	Normal	Status		85	40	Normal	
8	Night Shade	Ghost	Special		100	15	Normal	
13	Curse	???	Status			10	Normal/Self	
16	Spite	Ghost	Status		100	10	Normal	
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
23	Will-O-Wisp	Fire	Status		75	15	Normal	
28	Faint Attack	Dark	Physical	60		20	Normal	○
31	Shadow Ball	Ghost	Special	80	100	15	Normal	
35	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Embargo	Dark	Status		100	15	Normal	
51	Snatch	Dark	Status			10	DoM	
58	Grudge	Ghost	Status			5	Self	
66	Trick	Psychic	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

DUSKULL 355



GHOST

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: Kasib Berry

HEIGHT: 2'07"



M/F HAVE SAME FORM

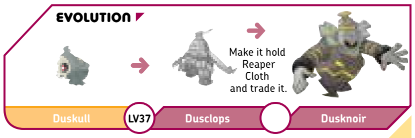


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It doggedly pursues its prey wherever it goes. However, the chase is abandoned at sunrise.

PEARL It doggedly pursues its prey wherever it goes. However, the chase is abandoned at sunrise.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 224 (Use Poké Radar)
PEARL Route 224 (Use Poké Radar)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Night Shade	Ghost	Special		100	15	Normal	
6	Disable	Normal	Status		80	20	Normal	
9	Foresight	Normal	Status			40	Normal	
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status		100	10	Normal	
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status			10	Norrmal/Self	
33	Will-O-Wisp	Fire	Status		75	15	Normal	
38	Mean Look	Normal	Status			5	Normal	
41	Payback	Dark	Physical	50	100	10	Normal	○
46	Future Sight	Psychic	Special	80	90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Imprison	Psychic	Status			10	Self	
Destiny Bond	Ghost	Status			5	Self	
Pain Split	Normal	Status			20	Normal	
Grudge	Ghost	Status			5	Self	
Memento	Dark	Status		100	10	Normal	
Faint Attack	Dark	Physical	60		20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	

DUSCLOPS 356



GHOST

WEIGHT: 67.5 lbs.
GENDER: Male / Female
ABILITY: Pressure
ITEMS: Kasib Berry

HEIGHT: 5'03"



M/F HAVE SAME FORM

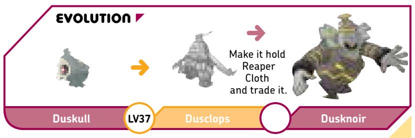


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is hollow. It is said that those who look into its body are sucked into the void.

PEARL Its body is hollow. It is said that those who look into its body are sucked into the void.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 224 (Use Poké Radar)
PEARL Route 224 (Use Poké Radar)
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Ice Punch	Ice	Physical	75	100	15	Normal	○
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Gravity	Psychic	Status			5	All	
Basic	Bind	Normal	Physical	15	75	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Night Shade	Ghost	Special		100	15	Normal	
Basic	Disable	Normal	Status		80	20	Normal	
6	Disable	Normal	Status		80	20	Normal	
9	Foresight	Normal	Status			40	Normal	
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status		100	10	Normal	
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status			10	Normal/Self	
33	Will-O-Wisp	Fire	Status		75	15	Normal	
37	Shadow Punch	Ghost	Physical	60		20	Normal	○
43	Mean Look	Normal	Status			5	Normal	
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

TROPIUS

357



GRASS
FLYING

WEIGHT: 220.5 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll, Solar Power
ITEMS: None

HEIGHT: 6'07"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Because it continually ate only its favorite fruit, the fruit started growing around its neck.

PEARL Because it continually ate only its favorite fruit, the fruit started growing around its neck.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Gust	Flying	Special	40	100	35	Normal	
7	Growth	Normal	Status			40	Self	
11	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
17	Stomp	Normal	Physical	65	100	20	Normal	○
21	Sweet Scent	Normal	Status		100	20	Enemy2	
27	Whirlwind	Normal	Status		100	20	Normal	
31	Magical Leaf	Grass	Special	60		20	Normal	
37	Body Slam	Normal	Physical	85	100	15	Normal	○
41	Synthesis	Grass	Status			5	Self	
47	Air Slash	Flying	Special	75	95	20	Normal	
51	SolarBeam	Grass	Special	120	100	10	Normal	
57	Natural Gift	Normal	Physical		100	15	Normal	
61	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Razor Wind	Normal	Special	80	100	10	Enemy2	
Leech Seed	Grass	Status		90	10	Normal	
Nature Power	Normal	Status			20	DoM	
Leaf Storm	Grass	Special	140	90	5	Normal	
Synthesis	Grass	Status			5	Self	
Curse	???	Status			10	Normal/Self	
Leaf Blade	Grass	Physical	90	100	15	Normal	○

CHIMECHO

358



PSYCHIC

WEIGHT: 2.2 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: Colbur Berry

HEIGHT: 2'00"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To knock foes flying, it makes the air shudder with its cries. It converses using seven cries.

PEARL Emitting ultrasonic cries, it floats on winds to travel great distances.

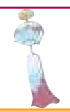
EVOLUTION



Chingling

Level up on a high Friendship level between 8:00pm and 4:00am.

LV32



Chimecho

MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (2nd time) 5FL, Mt. Coronet 6FL, Sendoff Spring

PEARL Mt. Coronet (2nd time) 5FL, Mt. Coronet 6FL, Sendoff Spring

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
6	Growl	Normal	Status		100	40	Enemy2	
9	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confusion	Psychic	Special	50	100	25	Normal	
17	Uproar	Normal	Special	50	100	10	Random1	
22	Take Down	Normal	Physical	90	85	20	Normal	○
25	Yawn	Normal	Status			10	Normal	
30	Psywave	Psychic	Special		80	15	Normal	
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
38	Heal Bell	Normal	Status			5	All Allies	
41	Safeguard	Normal	Status			25	Ally2	
46	Extrasensory	Psychic	Special	80	100	30	Normal	
49	Healing Wish	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Disable	Normal	Status		90	20	Normal	
Curse	???	Status			10	Normal/Self	
Hypnosis	Psychic	Status		70	20	Normal	
Dream Eater	Psychic	Special	100	100	15	Normal	
Wish	Normal	Status			10	Self	
Future Sight	Psychic	Special	80	90	15	Normal	



ABSOL 359

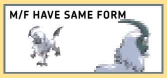
DARK

WEIGHT: 103.6 lbs.
GENDER: Male / Female
ABILITY: Pressure, Super Luck
ITEMS: None

HEIGHT: 3'11"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It senses coming disasters and appears before people only to warn them of impending danger.

PEARL It senses coming disasters and appears before people only to warn them of impending danger.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 213 (Mass Outbreak)

PEARL Route 213 (Mass Outbreak)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
4	Leer	Normal	Status		100	30	Enemy2	
9	Taunt	Dark	Status		100	20	Normal	
12	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Razor Wind	Normal	Special	80	100	10	Enemy2	
20	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Swords Dance	Normal	Status			30	Self	
28	Bite	Dark	Physical	60	100	25	Normal	○
33	Double Team	Normal	Status			15	Self	
36	Slash	Normal	Physical	70	100	20	Normal	○
41	Future Sight	Psychic	Special	80	90	15	Normal	
44	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Detect	Fighting	Status			5	Self	
52	Night Slash	Dark	Physical	70	100	15	Normal	○
57	Me First	Normal	Status			20	DoM	
60	Psycho Cut	Psychic	Physical	70	100	20	Normal	
65	Perish Song	Normal	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Baton Pass	Normal	Status			40	Self	
Faint Attack	Dark	Physical	60		20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Magic Coat	Psychic	Status			15	Self	
Curse	???	Status			10	Normal/Self	
Substitute	Normal	Status			10	Self	
Mean Look	Normal	Status			5	Normal	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Punishment	Dark	Physical		100	5	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○
Me First	Normal	Status			20	DoM	



WYNAUT 360

PSYCHIC

WEIGHT: 30.9 lbs.
GENDER: Male / Female
ABILITY: Shadow Tag
ITEMS: None

HEIGHT: 2'00"



M/F HAVE SAME FORM

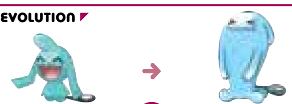


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grows strong by pushing up against others en masse. It loves eating sweet fruit.

PEARL It grows strong by pushing up against others en masse. It loves eating sweet fruit.

EVOLUTION



Wynaut → LV15 → Wobbuffet

MAIN METHODS TO OBTAIN

DIAMOND Discover its egg.

PEARL Discover its egg.

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Charm	Normal	Status		100	20	Normal	
Basic	Encore	Normal	Status		100	5	Normal	
15	Counter	Fighting	Physical		100	20	Self	○
15	Mirror Coat	Psychic	Special		100	20	Self	
15	Safeguard	Normal	Status			25	Ally2	
15	Destiny Bond	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA







SNORUNT 361



ICE

WEIGHT: 37.0 lbs.
GENDER: Male / Female
ABILITY: Inner Focus, Ice Body
ITEMS: Babiri Berry

HEIGHT: 2'04"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND In the snow country, certain folklore says a house will prosper if a Snorunt lives there.

PEARL In the snow country, certain folklore says a house will prosper if a Snorunt lives there.

EVOLUTION

Snorunt → LV42 Glalie
Use Dawn Stone on a female Froslass.
Froslass

MAIN METHODS TO OBTAIN

DIAMOND Route 216 (Use Poké Radar), Route 217 (Use Poké Radar), Acuity Lakefront (Use Poké Radar)

PEARL Route 216 (Use Poké Radar), Route 217 (Use Poké Radar), Acuity Lakefront (Use Poké Radar)

GBA After you let catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
4	Double Team	Normal	Status			15	Self	
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Icy Wind	Ice	Special	55	95	15	Enemy2	
19	Headbutt	Normal	Physical	70	100	15	Normal	○
22	Protect	Normal	Status			10	Self	
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
37	Ice Shard	Ice	Physical	40	100	30	Normal	
40	Hail	Ice	Status			10	All	
46	Blizzard	Ice	Special	120	70	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Block	Normal	Status			5	Normal	
Spikes	Ground	Status			20	Enemy2	
Rollout	Rock	Physical	30	90	20	Normal	○
Disable	Normal	Status		80	20	Normal	
Bide	Normal	Physical			10	Self	○

GLALIE 362



ICE

WEIGHT: 565.5 lbs.
GENDER: Male / Female
ABILITY: Inner Focus, Ice Body
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To protect itself, it clads its body in an armor of ice, made by freezing moisture in the air.

PEARL To protect itself, it clads its body in an armor of ice, made by freezing moisture in the air.

EVOLUTION

Snorunt → LV42 Glalie
Use Dawn Stone on a female Froslass.
Froslass

MAIN METHODS TO OBTAIN

DIAMOND Make Snorunt level up to Lv42

PEARL Make Snorunt level up to Lv42

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: FAIRY / MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Double Team	Normal	Status			15	Self	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
4	Double Team	Normal	Status			15	Self	
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Icy Wind	Ice	Special	55	95	15	Enemy2	
19	Headbutt	Normal	Physical	70	100	15	Normal	○
22	Protect	Normal	Status			10	Self	
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
37	Ice Beam	Ice	Special	95	100	10	Normal	
40	Hail	Ice	Status			10	All	
51	Blizzard	Ice	Special	120	70	5	Enemy2	
59	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

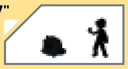


SPHEAL 363

ICE
WATER

WEIGHT: 87.1 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Ice Body
ITEMS: None

HEIGHT: 2'07"



M/F HAVE SAME FORM

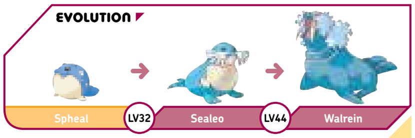


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It rolls across ice floes to reach shore because its body is poorly shaped for swimming.

PEARL It rolls across ice floes to reach shore because its body is poorly shaped for swimming.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 226 (On water), Route 230 (On water)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP	WATER 1	FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
7	Encore	Normal	Status		100	5	Normal	
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	
31	Hail	Ice	Status			10	All	
37	Rest	Psychic	Status			10	Self	
37	Snore	Normal	Special	40	100	15	Normal	
43	Blizzard	Ice	Special	120	70	5	Enemy2	
49	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Water Sport	Water	Status			15	All	
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	○
Spit Up	Normal	Special		100	10	Normal	
Yawn	Normal	Status			10	Normal	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Curse	???	Status			10	Normal/Self	
Fissure	Ground	Physical		30	5	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	



SEALEO 364

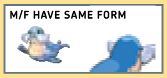
ICE
WATER

WEIGHT: 193.1 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Ice Body
ITEMS: None

HEIGHT: 3'07"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It habitually spins things on its nose. By doing so, it learns textures and odors.

PEARL It habitually spins things on its nose. By doing so, it learns textures and odors.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 226 (On water), Route 230 (On water)

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP	WATER 1	FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Encore	Normal	Status		100	5	Normal	
7	Encore	Normal	Status		100	5	Normal	
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	
31	Hail	Ice	Status			10	All	
32	Swagger	Normal	Status		90	15	Normal	
39	Rest	Psychic	Status			10	Self	
39	Snore	Normal	Special	40	100	15	Normal	
47	Blizzard	Ice	Special	120	70	5	Enemy2	
55	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○





WALREIN 365



ICE
WATER

WEIGHT: 332.0 lbs.
GENDER: Male / Female
ABILITY: Thick Fat
Ice Body
ITEMS: None

HEIGHT: 4'07"

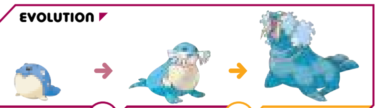
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It shatters ice with its big tusks. Its thick blubber repels not only the cold, but also enemy attacks.

PEARL It shatters ice with its big tusks. Its thick blubber repels not only the cold, but also enemy attacks.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Make Sealeo level up to Lv 44

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Crunch	Dark	Physical	80	100	15	Normal	○
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Encore	Normal	Status		100	5	Normal	
7	Encore	Normal	Status		100	5	Normal	
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	
31	Hail	Ice	Status			10	All	
32	Swagger	Normal	Status		90	15	Normal	
39	Rest	Psychic	Status			10	Self	
39	Snore	Normal	Special	40	100	15	Normal	
44	Ice Fang	Ice	Physical	65	95	15	Normal	○
52	Blizzard	Ice	Special	120	70	5	Enemy2	
65	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

CLAMPERL 366



WATER

WEIGHT: 115.7 lbs.
GENDER: Male / Female
ABILITY: Shell Armor
ITEMS: Big Pearl

HEIGHT: 1'04"

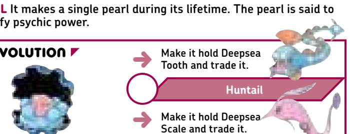
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes a single pearl during its lifetime. The pearl is said to amplify psychic power.

PEARL It makes a single pearl during its lifetime. The pearl is said to amplify psychic power.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 219 (Super Rod), Route 221 (Super Rod)

PEARL Route 219 (Super Rod)

GBA After you catch it in either Ruby, Sapphire. or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Clamp	Water	Physical	35	75	10	Normal	○
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Whirlpool	Water	Special	15	70	15	Normal	
Basic	Iron Defense	Steel	Status			15	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Refresh	Normal	Status			20	Self	
Mud Sport	Ground	Status			15	All	
Body Slam	Normal	Physical	85	100	15	Normal	○
Supersonic	Normal	Status		55	20	Normal	
Barrier	Psychic	Status			30	Self	
Confuse Ray	Ghost	Status		100	10	Normal	
Aqua Ring	Water	Status			20	Self	

HUNTAIL 367

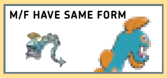


WATER

WEIGHT: 59.5 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

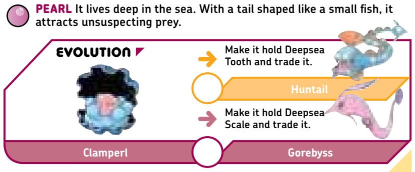


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives deep in the sea. With a tail shaped like a small fish, it attracts unsuspecting prey.

PEARL It lives deep in the sea. With a tail shaped like a small fish, it attracts unsuspecting prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Clampearl hold DeepSeaTooth and trade it.
PEARL Make Clampearl hold DeepSeaTooth and trade it.
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP WATER 1

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Whirlpool	Water	Special	15	70	15	Normal	
6	Bite	Dark	Physical	60	100	25	Normal	○
10	Screech	Normal	Status		85	40	Normal	
15	Water Pulse	Water	Special	60	100	20	Normal	
19	Scary Face	Normal	Status		90	10	Normal	
24	Ice Fang	Ice	Physical	65	95	15	Normal	○
28	Brine	Water	Special	65	100	10	Normal	
33	Baton Pass	Normal	Status			40	Self	
37	Dive	Water	Physical	80	100	10	Normal	○
42	Crunch	Dark	Physical	80	100	15	Normal	○
46	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

GOREBYSS 368



WATER

WEIGHT: 49.8 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: None

HEIGHT: 5'11"

M/F HAVE SAME FORM

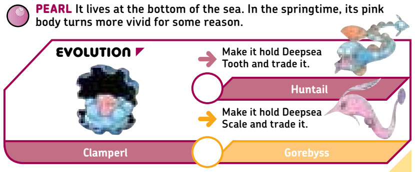


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives at the bottom of the sea. In the springtime, its pink body turns more vivid for some reason.

PEARL It lives at the bottom of the sea. In the springtime, its pink body turns more vivid for some reason.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Clampearl hold DeepSeaScale and trade it.
PEARL Make Clampearl hold DeepSeaScale and trade it.
GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP WATER 1

LEARNED ATTACKS

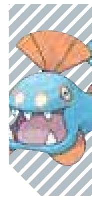
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Whirlpool	Water	Special	15	70	15	Normal	
6	Confusion	Psychic	Special	50	100	25	Normal	
10	Agility	Psychic	Status			30	Self	
15	Water Pulse	Water	Special	60	100	20	Normal	
19	Amnesia	Psychic	Status			20	Self	
24	Aqua Ring	Water	Status			20	Self	
28	Captivate	Normal	Status		100	20	Enemy2	
33	Baton Pass	Normal	Status			40	Self	
37	Dive	Water	Physical	80	100	10	Normal	○
42	Psychic	Psychic	Special	90	100	10	Normal	
46	Aqua Tail	Water	Physical	90	90	10	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	

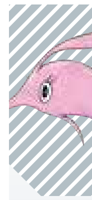
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○







SINNOH POKÉDEX

RELICANTH 369



WATER
ROCK

WEIGHT: 51.6 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
Rock Head
ITEMS: Deepsea Scale

HEIGHT: 3'03"

MALE FORM / FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A rare Pokémon discovered during a deep-sea exploration. It has not changed in over 100 million years.

PEARL A rare Pokémon discovered during a deep-sea exploration. It has not changed in over 100 million years.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 226 (Super Rod)
PEARL Route 226 (Super Rod)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 1 / WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Harden	Normal	Status			30	Self	
8	Water Gun	Water	Special	40	100	25	Normal	
15	Rock Tomb	Rock	Physical	50	80	10	Normal	
22	Yawn	Normal	Status			10	Normal	
29	Take Down	Normal	Physical	90	85	20	Normal	○
36	Mud Sport	Ground	Status			15	All	
43	AncientPower	Rock	Special	60	100	5	Normal	
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Dive	Water	Physical	80	100	10	Normal	○
64	Rest	Psychic	Status			10	Self	
71	Hydro Pump	Water	Special	120	80	5	Normal	
78	Head Smash	Rock	Physical	150	80	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

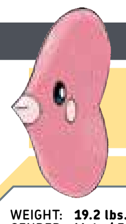
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Magnitude	Ground	Physical		100	30	Enemy2/Ally1	
Skull Bash	Normal	Physical	100	100	15	Normal	○
Water Sport	Water	Status			15	All	
Amnesia	Psychic	Status			20	Self	
Sleep Talk	Normal	Status			10	DoM	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Aqua Tail	Water	Physical	90	90	10	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	

LUVDISC 370

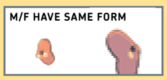


WATER

WEIGHT: 19.2 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: Heart Scale

HEIGHT: 2'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in warm seas. It is said that a couple finding this Pokémon will be blessed with eternal love.

PEARL It lives in warm seas. It is said that a couple finding this Pokémon will be blessed with eternal love.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Pokémon League (Super Rod), Route 224 (Super Rod)
PEARL Pokémon League (Super Rod), Route 224 (Super Rod)
GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Charm	Normal	Status		100	20	Normal	
7	Water Gun	Water	Special	40	100	25	Normal	
9	Agility	Psychic	Status			30	Self	
14	Take Down	Normal	Physical	90	85	20	Normal	○
17	Lucky Chant	Normal	Status			30	Ally2	
22	Attract	Normal	Status		100	15	Normal	
27	Sweet Kiss	Normal	Status		75	10	Normal	
31	Water Pulse	Water	Special	60	100	20	Normal	
37	Aqua Ring	Water	Status			20	Self	
40	Captivate	Normal	Status		100	20	Enemy2	
46	Flail	Normal	Physical		100	15	Normal	○
51	Safeguard	Normal	Status			25	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Splash	Normal	Status			40	Self	
Supersonic	Normal	Status		55	20	Normal	○
Water Sport	Water	Status			15	All	
Mud Sport	Ground	Status			15	All	
Captivate	Normal	Status		100	20	Enemy2	
Aqua Ring	Water	Status			20	Self	



BAGON

371

DRAGON

WEIGHT: 92.8 lbs.
GENDER: Male / Female
ABILITY: Rock Head
ITEMS: Dragon Fang

HEIGHT: 2'00"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Dreaming of one day flying, it practices by leaping off cliffs every day.

PEARL Dreaming of one day flying, it practices by leaping off cliffs every day.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 210 on Celestic Town side (Use Poké Radar)

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rage	Normal	Physical	20	100	20	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status		100	30	Enemy2	
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status			30	Self	
25	Ember	Fire	Special	40	100	25	Normal	
31	DragonBreath	Dragon	Special	60	100	20	Normal	
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
40	Scary Face	Normal	Status		90	10	Normal	
46	Crunch	Dark	Physical	80	100	15	Normal	○
50	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
55	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

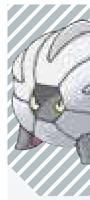
NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Pump	Water	Special	120	80	5	Normal	
Thrash	Normal	Physical	90	100	20	Random1	○
Dragon Rage	Dragon	Special		100	10	Normal	
Twister	Dragon	Special	40	100	20	Enemy2	
Dragon Dance	Dragon	Status			20	Self	
Fire Fang	Fire	Physical	65	95	15	Normal	○
Shadow Claw	Ghost	Physical	70	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○







SHELGON

372

DRAGON

WEIGHT: 243.6 lbs.
GENDER: Male / Female
ABILITY: Rock Head
ITEMS: None

HEIGHT: 3'07"



M/F HAVE SAME FORM

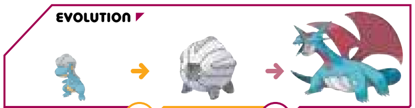


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Within its rugged shell, its cells have begun changing. The shell peels off the instant it evolves.

PEARL Within its rugged shell, its cells have begun changing. The shell peels off the instant it evolves.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Make Bagon level up to Lv 30

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rage	Normal	Physical	20	100	20	Normal	○
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status		100	30	Enemy2	
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status			30	Self	
25	Ember	Fire	Special	40	100	25	Normal	
30	Protect	Normal	Status			10	Self	
32	DragonBreath	Dragon	Special	60	100	20	Normal	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Scary Face	Normal	Status		90	10	Normal	
50	Crunch	Dark	Physical	80	100	15	Normal	○
55	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
61	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

SALAMENCE

373



DRAGON
FLYING

WEIGHT: 226.2 lbs.
GENDER: Male / Female
ABILITY: Intimidate
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND As a result of its long-held dream of flying, its cellular structure changed, and wings grew out.

PEARL As a result of its long-held dream of flying, its cellular structure changed, and wings grew out.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Make Shelgon level up to Lv50.

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Rage	Normal	Physical	20	100	20	Normal	○
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status		100	30	Enemy2	
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status			30	Self	
25	Ember	Fire	Special	40	100	25	Normal	
30	Protect	Normal	Status			10	Self	
32	DragonBreath	Dragon	Special	60	100	20	Normal	
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Scary Face	Normal	Status		90	10	Normal	
50	Fly	Flying	Physical	90	95	15	Normal	○
53	Crunch	Dark	Physical	80	100	15	Normal	○
61	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
70	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

BELDUM

374



STEEL
PSYCHIC

WEIGHT: 209.9 lbs.
GENDER: Unknown
ABILITY: Clear Body
ITEMS: Metal Coat

HEIGHT: 2'00"

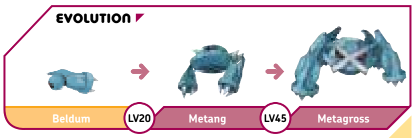
M/F HAVE SAME FORM

- HP
- ATTACK
- DEFENSE
- SPECIAL ATTACK
- SPECIAL DEFENSE
- SPEED

DIAMOND It converses with others by using magnetic pulses. In a swarm, they move in perfect unison.

PEARL It converses with others by using magnetic pulses. In a swarm, they move in perfect unison.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228 (Mass outbreak)

PEARL Route 228 (Mass outbreak)

GBA After you get it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Take Down	Normal	Physical	90	85	20	Normal	○

BATTLE MOVES

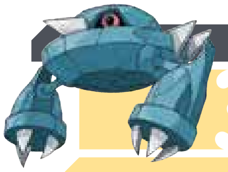
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



METANG

375

STEEL
PSYCHIC

WEIGHT: **446.4 lbs.**
GENDER: **Unknown**
ABILITY: **Clear Body**
ITEMS: **None**

HEIGHT: **3'11"**



GENDER UNKNOWN

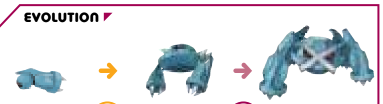


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is formed by two Beldum joining together. Its steel body won't be scratched if it collides with a jet.

PEARL It is formed by two Beldum joining together. Its steel body won't be scratched if it collides with a jet.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Beldum level up to Lv 20

PEARL Make Beldum level up to Lv 20

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Magnet Rise	Electric	Status			10	Self	
Basic	Take Down	Normal	Physical	90	85	20	Normal	○
Basic	Metal Claw	Steel	Physical	50	95	35	Normal	○
Basic	Confusion	Psychic	Special	50	100	25	Normal	
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	
24	Scary Face	Normal	Status		90	10	Normal	
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	
40	Iron Defense	Steel	Status			15	Self	
44	Agility	Psychic	Status			30	Self	
48	Meteor Mash	Steel	Physical	100	85	10	Normal	○
52	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
56	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



METAGROSS

376

STEEL
PSYCHIC

WEIGHT: **1212.5 lbs.**
GENDER: **Unknown**
ABILITY: **Clear Body**
ITEMS: **None**

HEIGHT: **5'03"**



GENDER UNKNOWN

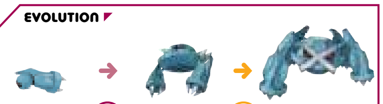


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

PEARL Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Metang level up to Lv 45

PEARL Make Metang level up to Lv 45

GBA After it evolves in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Magnet Rise	Electric	Status			10	Self	
Basic	Take Down	Normal	Physical	90	85	20	Normal	○
Basic	Metal Claw	Steel	Physical	50	95	35	Normal	○
Basic	Confusion	Psychic	Special	50	100	25	Normal	
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	
24	Scary Face	Normal	Status		90	10	Normal	
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	
40	Iron Defense	Steel	Status			15	Self	
44	Agility	Psychic	Status			30	Self	
45	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
53	Meteor Mash	Steel	Physical	100	85	10	Normal	○
62	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
71	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

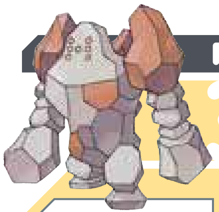
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







REGIROCK 377

ROCK

WEIGHT: 507.1 lbs.
GENDER: Unknown
ABILITY: Clear Body
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its entire body is made of rock. If any part chips off in battle, it attaches rocks to repair itself.

PEARL Its entire body is made of rock. If any part chips off in battle, it attaches rocks to repair itself.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
9	Rock Throw	Rock	Physical	50	90	15	Normal	
17	Curse	???	Status			10	Normal/Self	
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	
41	Iron Defense	Steel	Status			15	Self	
49	Charge Beam	Electric	Special	50	90	10	Normal	
57	Lock-On	Normal	Status			5	Normal	
65	Zap Cannon	Electric	Special	120	50	5	Normal	
73	Stone Edge	Rock	Physical	100	80	5	Normal	
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



REGICE 378

ICE

WEIGHT: 385.8 lbs.
GENDER: Unknown
ABILITY: Clear Body
ITEMS: None

HEIGHT: 5'11"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is made of ice from the ice age. It controls frigid air of -328 degrees Fahrenheit.

PEARL Its body is made of ice from the ice age. It controls frigid air of -328 degrees Fahrenheit.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
9	Icy Wind	Ice	Special	55	95	15	Enemy2	
17	Curse	???	Status			10	Normal/Self	
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	
41	Amnesia	Psychic	Status			20	Self	
49	Charge Beam	Electric	Special	50	90	10	Normal	
57	Lock-On	Normal	Status			5	Normal	
65	Zap Cannon	Electric	Special	120	50	5	Normal	
73	Ice Beam	Ice	Special	95	100	10	Normal	
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



REGISTEEL 379

STEEL

WEIGHT: 451.9 lbs.
GENDER: Unknown
ABILITY: Clear Body
ITEMS: None

HEIGHT: 6'03"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Tempered by pressure underground over tens of thousands of years, its body cannot be scratched.

PEARL Tempered by pressure underground over tens of thousands of years, its body cannot be scratched.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
9	Metal Claw	Steel	Physical	50	95	35	Normal	○
17	Curse	???	Status			10	Normal/Self	
25	Superpower	Fighting	Physical	120	100	5	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	
41	Iron Defense	Steel	Status			15	Self	
41	Amnesia	Psychic	Status			20	Self	
49	Charge Beam	Electric	Special	50	90	10	Normal	
57	Lock-On	Normal	Status			5	Normal	
65	Zap Cannon	Electric	Special	120	50	5	Normal	
73	Iron Head	Steel	Physical	80	100	15	Normal	○
73	Flash Cannon	Steel	Special	80	100	10	Normal	
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
89	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



LATIAS 380

DRAGON
PSYCHIC

WEIGHT: 88.2 lbs.
GENDER: Female Only
ABILITY: Levitate
ITEMS: None

HEIGHT: 4'07"

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is covered with a down that can refract light in such a way that it becomes invisible.

PEARL Its body is covered with a down that can refract light in such a way that it becomes invisible.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Psywave	Psychic	Special		80	15	Normal	
5	Wish	Normal	Status			10	Self	
10	Helping Hand	Normal	Status			20	Ally1	
15	Safeguard	Normal	Status			25	Ally2	
20	DragonBreath	Dragon	Special	60	100	20	Normal	
25	Water Sport	Water	Status			15	All	
30	Refresh	Normal	Status			20	Self	
35	Mist Ball	Psychic	Special	70	100	5	Normal	
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
45	Recover	Normal	Status			10	Self	
50	Psycho Shift	Psychic	Status		90	10	Normal	
55	Charm	Normal	Status		100	20	Normal	
60	Healing Wish	Psychic	Status			10	Self	
65	Psychic	Psychic	Special	90	100	10	Normal	
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.







LATIOS 381



DRAGON / PSYCHIC

WEIGHT: 132.3 lbs.
GENDER: Male only
ABILITY: Levitate
ITEMS: None

HEIGHT: 6'07"

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A highly intelligent Pokémon. By folding back its wings in flight, it can overtake jet planes.

PEARL A highly intelligent Pokémon. By folding back its wings in flight, it can overtake jet planes.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Psywave	Psychic	Special		80	15	Normal	
5	Heal Block	Psychic	Status		100	15	Enemy2	
10	Helping Hand	Normal	Status			20	Ally1	
15	Safeguard	Normal	Status			25	Ally2	
20	DragonBreath	Dragon	Special	60	100	20	Normal	
25	Protect	Normal	Status			10	Self	
30	Refresh	Normal	Status			20	Self	
35	Luster Purge	Psychic	Special	70	100	5	Normal	
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
45	Recover	Normal	Status			10	Self	
50	Psycho Shift	Psychic	Status		90	10	Normal	
55	Dragon Dance	Dragon	Status			20	Self	
60	Memento	Dark	Status		100	10	Normal	
65	Psychic	Psychic	Special	90	100	10	Normal	
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

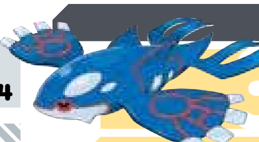
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.

KYOGRE 382



WATER

WEIGHT: 776.0 lbs.
GENDER: Unknown
ABILITY: Drizzle
ITEMS: None

HEIGHT: 14'09"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to have widened the seas by causing downpours. It had been asleep in a marine trench.

PEARL It is said to have widened the seas by causing downpours. It had been asleep in a marine trench.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Sapphire or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Water Pulse	Water	Special	60	100	20	Normal	
5	Scary Face	Normal	Status		90	10	Normal	
15	AncientPower	Rock	Special	60	100	5	Normal	
20	Body Slam	Normal	Physical	85	100	15	Normal	○
30	Calm Mind	Psychic	Status			20	Self	
35	Ice Beam	Ice	Special	95	100	10	Normal	
45	Hydro Pump	Water	Special	120	80	5	Normal	
50	Rest	Psychic	Status			10	Self	
60	Sheer Cold	Ice	Special		30	5	Normal	
65	Double-Edge	Normal	Physical	120	100	15	Normal	○
75	Aqua Tail	Water	Physical	90	90	10	Normal	○
80	Water Spout	Water	Special	150	100	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

GROUDON 383



GROUND

WEIGHT: **2094.4 lbs.**
GENDER: **Unknown**
ABILITY: **Drought**
ITEMS: **None**

HEIGHT: **11'06"**



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It had been asleep in underground magma ever since it fiercely fought Kyogre long ago.

PEARL It had been asleep in underground magma ever since it fiercely fought Kyogre long ago.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud Shot	Ground	Special	55	95	15	Normal	
5	Scary Face	Normal	Status		90	10	Normal	
15	AncientPower	Rock	Special	60	100	5	Normal	
20	Slash	Normal	Physical	70	100	20	Normal	○
30	Bulk Up	Fighting	Status			20	Self	
35	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
45	Fire Blast	Fire	Special	120	85	5	Normal	
50	Rest	Psychic	Status			10	Self	
60	Fissure	Ground	Physical		30	5	Normal	
65	SolarBeam	Grass	Special	120	100	10	Normal	
75	Earth Power	Ground	Special	90	100	10	Normal	
80	Eruption	Fire	Special	150	100	5	Enemy2/Ally1	

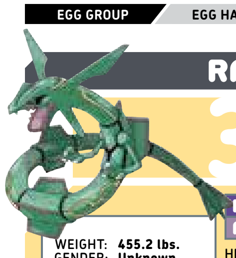
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

RAYQUAZA 384



DRAGON
FLYING

WEIGHT: **455.2 lbs.**
GENDER: **Unknown**
ABILITY: **Air Lock**
ITEMS: **None**

HEIGHT: **23'00"**



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in the ozone layer far above the clouds and cannot be seen from the ground.

PEARL It lives in the ozone layer far above the clouds and cannot be seen from the ground.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby, Sapphire, or Emerald, transfer it to Pal Park by Dual Slot.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Twister	Dragon	Special	40	100	20	Enemy2	
5	Scary Face	Normal	Status		90	10	Normal	
15	AncientPower	Rock	Special	60	100	5	Normal	
20	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
30	Dragon Dance	Dragon	Status			20	Self	
35	Crunch	Dark	Physical	80	100	15	Normal	○
45	Fly	Flying	Physical	90	95	15	Normal	○
50	Rest	Psychic	Status			10	Self	
60	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○
65	Hyper Beam	Normal	Special	150	90	5	Normal	
75	Dragon Pulse	Dragon	Special	90	100	10	Normal	
80	Outrage	Dragon	Physical	120	100	15	Random1	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship is maxed out.







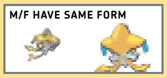
JIRACHI 385

STEEL
PSYCHIC

WEIGHT: 2.4 lbs.
GENDER: Unknown
ABILITY: Serene Grace
ITEMS: None

HEIGHT: 1'00"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is said to have the ability to grant any wish for just one week every thousand years.

PEARL It is said to have the ability to grant any wish for just one week every thousand years.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it from one of GBA Pokémon series, transfer it to Pal Park by Dual Slot.*

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

EGG GROUP — EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

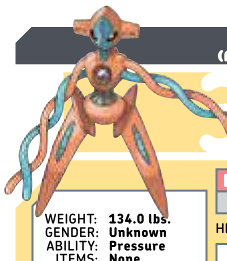
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wish	Normal	Status			10	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
5	Rest	Psychic	Status			10	Self	
10	Swift	Normal	Special	60		20	Enemy2	
15	Helping Hand	Normal	Status			20	Ally1	
20	Psychic	Psychic	Special	90	100	10	Normal	
25	Refresh	Normal	Status			20	Self	
30	Rest	Psychic	Status			10	Self	
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
40	Double-Edge	Normal	Physical	120	100	15	Normal	○
45	Gravity	Psychic	Status			5	All	
50	Healing Wish	Psychic	Status			10	Self	
55	Future Sight	Psychic	Special	80	90	15	Normal	
60	Cosmic Power	Psychic	Status			20	Self	
65	Last Resort	Normal	Physical	130	100	5	Normal	○
70	Doom Desire	Steel	Special	120	85	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	



DEOXYS (NORMAL FORME) 386

PSYCHIC

WEIGHT: 134.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

PEARL An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in either Ruby or Sapphire, transfer it to Pal Park by Dual Slot.

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

EGG GROUP — EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special		100	15	Normal	
17	Teleport	Psychic	Status			20	Self	
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	
49	Snatch	Dark	Status			10	DoM	
57	Psycho Shift	Psychic	Status		90	10	Normal	
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status			20	Self	
81	Recover	Normal	Status			10	Self	
89	Psycho Boost	Psychic	Special	140	90	5	Normal	
97	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

* Add Deoxys in your party and press A button in front of a meteorite located on the east side of Veilstone City and it will transform into Attack Forme, Defense Forme and Speed Forme.



DEOXYS (ATTACK FORME)

386

PSYCHIC

WEIGHT: 134.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

PEARL An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in FireRed, transfer it to Pal Park by Dual Slot.

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

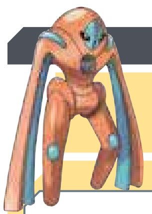
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special		100	15	Normal	
17	Teleport	Psychic	Status			20	Self	
25	Taunt	Dark	Status		100	20	Normal	
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	
49	Superpower	Fighting	Physical	120	100	5	Normal	○
57	Psycho Shift	Psychic	Status		90	10	Normal	
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status			20	Self	
81	Zap Cannon	Electric	Special	120	50	5	Normal	
89	Psycho Boost	Psychic	Special	140	90	5	Normal	
97	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



DEOXYS (DEFENSE FORME)

386

PSYCHIC

WEIGHT: 134.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

PEARL An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in LeafGreen, transfer it to Pal Park by Dual Slot.

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special		100	15	Normal	
17	Teleport	Psychic	Status			20	Self	
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Spikes	Ground	Status			20	Enemy2	
49	Snatch	Dark	Status			10	DoM	
57	Psycho Shift	Psychic	Status		90	10	Normal	
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Iron Defense	Steel	Status			15	Self	
73	Amnesia	Psychic	Status			20	Self	
81	Recover	Normal	Status			10	Self	
89	Psycho Boost	Psychic	Special	140	90	5	Normal	
97	Counter	Fighting	Physical		100	20	Self	○
97	Mirror Coat	Psychic	Special		100	20	Self	

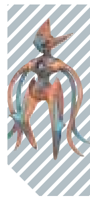
BATTLE MOVES

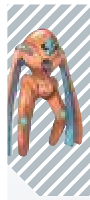
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

* Add Deoxys in your party and press A button in front of a meteorite located on the east side of Veilstone City and it will transform into Attack Forme, Defense Forme, and Speed Forme.







DEOXYS (SPEED FORME)



386

PSYCHIC

WEIGHT: 134.0 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 5'07"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

PEARL An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

GBA After you catch it in Emerald, transfer it to Pal Park by Dual Slot.

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leer	Normal	Status		100	30	Normal	
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special		100	15	Normal	
17	Double Team	Normal				15	Self	
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	
49	Swift	Normal	Special	60		20	Enemy2	
57	Psycho Shift	Psychic	Status		90	10	Normal	
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Agility	Psychic	Status			30	Self	
81	Recover	Normal	Status			10	Self	
89	Psycho Boost	Psychic	Special	140	90	5	Normal	
97	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

TURTWIG



387

GRASS

WEIGHT: 22.5 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 1'04"

M/F HAVE SAME FORM

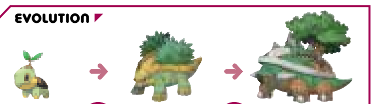


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Made from soil, the shell on its back hardens when it drinks water. It lives along lakes.

PEARL It undertakes photosynthesis with its body, making oxygen. The leaf on its head wilts if it is thirsty.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Choose from Prof. Rowan's bag at Verity Lakefront.

PEARL Choose from Prof. Rowan's bag at Verity Lakefront.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Withdraw	Water	Status			40	Self	
9	Absorb	Grass	Special	20	100	25	Normal	
13	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
17	Curse	???	Status			10	Normal/Self	
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Mega Drain	Grass	Special	40	100	15	Normal	
29	Leech Seed	Grass	Status		90	10	Normal	
33	Synthesis	Grass	Status			5	Self	
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Giga Drain	Grass	Special	60	100	10	Normal	
45	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Worry Seed	Grass	Status		100	10	Normal	
Growth	Normal	Status			40	Self	
Tickle	Normal	Status		100	20	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	
Bullet Seed	Grass	Physical	80	100	15	Normal	
Thrash	Normal	Physical	90	100	20	Random1	○
Amnesia	Psychic	Status			20	Self	
Superpower	Fighting	Physical	120	100	5	Normal	○







GROTLE

388

GRASS

WEIGHT: 213.8 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 3'07"

M/F HAVE SAME FORM

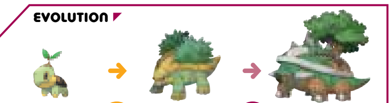


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives along water in forests. In the daytime, it leaves the forest to sunbathe its tree shell.

PEARL The shell is hardened soil. Some Pokémon come to peck the berries growing on the trees on its back.

EVOLUTION



Turtwig → LV18 → Grotle → LV32 → Torterra

MAIN METHODS TO OBTAIN

DIAMOND Make Turtwig level up to Lv 18.

PEARL Make Turtwig level up to Lv 18.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Withdraw	Water	Status			40	Self	
5	Withdraw	Water	Status			40	Self	
9	Absorb	Grass	Special	20	100	25	Normal	
13	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
17	Curse	???	Status			10	Normal/Self	
22	Bite	Dark	Physical	60	100	25	Normal	○
27	Mega Drain	Grass	Special	40	100	15	Normal	
32	Leech Seed	Grass	Status		90	10	Normal	
37	Synthesis	Grass	Status			5	Self	
42	Crunch	Dark	Physical	80	100	15	Normal	○
47	Giga Drain	Grass	Special	60	100	10	Normal	
52	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



TORTERRA

389

GRASS
GROUND

WEIGHT: 683.4 lbs.
GENDER: Male / Female
ABILITY: Overgrow
ITEMS: None

HEIGHT: 7'03"

M/F HAVE SAME FORM

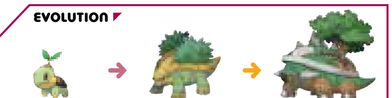


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Small Pokémon occasionally gather on its unmoving back to begin building their nests.

PEARL Groups of this Pokémon migrating in search of water have been mistaken for moving forests.

EVOLUTION



Turtwig → LV18 → Grotle → LV32 → Torterra

MAIN METHODS TO OBTAIN

DIAMOND Make Grotle level up to Lv 32.

PEARL Make Grotle level up to Lv 32.

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wood Hammer	Grass	Physical	120	100	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Withdraw	Water	Status			40	Self	
Basic	Absorb	Grass	Special	20	100	25	Normal	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
5	Withdraw	Water	Status			40	Self	
9	Absorb	Grass	Special	20	100	25	Normal	
13	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
17	Curse	???	Status			10	Normal/Self	
22	Bite	Dark	Physical	60	100	25	Normal	○
27	Mega Drain	Grass	Special	40	100	15	Normal	
27	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
33	Leech Seed	Grass	Status		90	10	Normal	
39	Synthesis	Grass	Status			5	Self	
45	Crunch	Dark	Physical	80	100	15	Normal	○
51	Giga Drain	Grass	Special	60	100	10	Normal	
57	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	

BATTLE MOVES CONT.

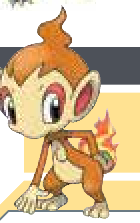
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Frenzy Plant	Grass	Special	150	90	5	Normal	







CHIMCHAR

390

FIRE

WEIGHT: 13.7 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 1'08"

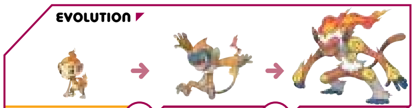
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It agilely scales sheer cliffs to live atop craggy mountains. Its fire is put out when it sleeps.

PEARL Its fiery rear end is fueled by gas made in its belly. Even rain can't extinguish the fire.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Choose from Prof. Rowan's bag at Lake Verity.
PEARL Choose from Prof. Rowan's bag at Lake Verity.

EGG GROUP: FIELD / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
7	Ember	Fire	Special	40	100	25	Normal	
9	Taunt	Dark	Status		100	20	Normal	
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Flame Wheel	Fire	Physical	60	100	25	Normal	○
23	Nasty Plot	Dark	Status			20	Self	
25	Torment	Dark	Status		100	15	Normal	
31	Facade	Normal	Physical	70	100	20	Normal	○
33	Fire Spin	Fire	Special	15	70	15	Normal	
39	Slack Off	Normal	Status			10	Self	
41	Flamethrower	Fire	Special	95	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fire Punch	Fire	Physical	75	100	15	Normal	○
Thunder Punch	Electric	Physical	75	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Encore	Normal	Status		100	5	Normal	
Heat Wave	Fire	Special	100	90	10	Enemy2	
Focus Energy	Normal	Status			30	Self	
Helping Hand	Normal	Status			20	Ally1	
Fake Out	Normal	Physical	40	100	10	Normal	○
Blaze Kick	Fire	Physical	85	90	10	Normal	○
Counter	Fighting	Physical		100	20	Self	○



MONFERNO

391

FIRE
FIGHTING

WEIGHT: 48.5 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 2'11"

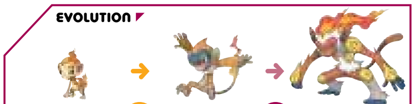
M/F HAVE SAME FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To intimidate attackers, it stretches the fire on its tail to make itself appear bigger.

PEARL It uses ceilings and walls to launch aerial attacks. Its fiery tail is but one weapon.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Chimchar level up to Lv 14
PEARL Make Chimchar level up to Lv 14

EGG GROUP: FIELD / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
9	Taunt	Dark	Status		100	20	Normal	
14	Mach Punch	Fighting	Physical	40	100	30	Normal	○
16	Fury Swipes	Normal	Physical	18	80	15	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
26	Feint	Normal	Physical	50	100	10	Normal	
29	Torment	Dark	Status		100	15	Normal	
36	Close Combat	Fighting	Physical	120	100	5	Normal	○
39	Fire Spin	Fire	Special	15	70	15	Normal	
46	Slack Off	Normal	Status			10	Self	
49	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



INFERNAPE 392

FIRE
FIGHTING

WEIGHT: 121.3 lbs.
GENDER: Male / Female
ABILITY: Blaze
ITEMS: None

HEIGHT: 3'11"



M/F HAVE SAME FORM

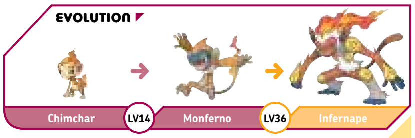


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It uses a special kind of martial art involving all its limbs. Its fire never goes out.

PEARL Its crown of fire is indicative of its fiery nature. It is beaten by none in terms of quickness.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Monferno level up to Lv36.

PEARL Make Monferno level up to Lv36.

EGG GROUP	FIELD	HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	Taunt	Dark	Status		100	20	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
9	Taunt	Dark	Status		100	20	Normal	
14	Mach Punch	Fighting	Physical	40	100	30	Normal	○
17	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Flame Wheel	Fire	Physical	60	100	25	Normal	○
29	Feint	Normal	Physical	50	100	10	Normal	
33	Punishment	Dark	Physical		100	5	Normal	○
41	Close Combat	Fighting	Physical	120	100	5	Normal	○
45	Fire Spin	Fire	Special	15	70	15	Normal	
53	Calm Mind	Psychic	Status			20	Self	
57	Flare Blitz	Fire	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Blast Burn	Fire	Special	150	90	5	Normal	

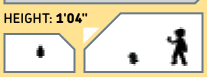


PIPLUP 393

WATER

WEIGHT: 11.5 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 1'04"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Because it is very proud, it hates accepting food from people. Its thick down guards it from cold.

PEARL It lives along shores in northern countries. A skilled swimmer, it dives for over 10 minutes to hunt.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Choose from Prof. Rowan's bag at Lake Verity.

PEARL Choose from Prof. Rowan's bag at Lake Verity.

EGG GROUP	WATER 1	FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
4	Growl	Normal	Status		100	40	Enemy2	
8	Bubble	Water	Special	20	100	30	Enemy2	
11	Water Sport	Water	Status			15	All	
15	Peck	Flying	Physical	35	100	35	Normal	○
18	Bide	Normal	Physical			10	Self	○
22	BubbleBeam	Water	Special	65	100	20	Normal	
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
29	Brine	Water	Special	65	100	10	Normal	
32	Whirlpool	Water	Special	15	70	15	Normal	
36	Mist	Ice	Status			30	Ally2	
39	Drill Peck	Flying	Physical	80	100	20	Normal	○
43	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○

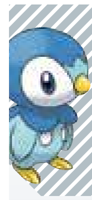
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Double Hit	Normal	Physical	35	90	10	Normal	○
Supersonic	Normal	Status		55	20	Normal	
Yawn	Normal	Status			10	Normal	
Mud Sport	Ground	Status			15	All	
Mud-Slap	Ground	Special	20	100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	
Flail	Normal	Physical		100	15	Normal	○
Agility	Psychic	Status			30	Self	
Aqua Ring	Water	Status			20	Self	
Hydro Pump	Water	Special	120	80	5	Normal	







PRINPLUP 394

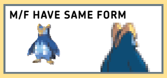


WATER

WEIGHT: 50.7 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives alone, away from others. Apparently, every one of them believes it is the most important.

PEARL Its wings deliver wicked blows that snap even the thickest of trees. It searches for prey in icy seas.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Piplup level up to Lv 16

PEARL Make Piplup level up to Lv 16

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
4	Growl	Normal	Status		100	40	Enemy2	
8	Bubble	Water	Special	20	100	30	Enemy2	
11	Water Sport	Water	Status			15	All	
15	Peck	Flying	Physical	35	100	35	Normal	○
16	Metal Claw	Steel	Physical	50	95	35	Normal	○
19	Bide	Normal	Physical			10	Self	○
24	BubbleBeam	Water	Special	65	100	20	Normal	
28	Fury Attack	Normal	Physical	15	85	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	
37	Whirlpool	Water	Special	15	70	15	Normal	
42	Mist	Ice	Status			30	Ally2	
46	Drill Peck	Flying	Physical	80	100	20	Normal	○
51	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EMPOLEON 395



WATER
STEEL

WEIGHT: 186.3 lbs.
GENDER: Male / Female
ABILITY: Torrent
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The three horns that extend from its beak attest to its power. The leader has the biggest horns.

PEARL It swims as fast as a jet boat. The edges of its wings are sharp and can slice apart drifting ice.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Prinplup level up to Lv 36.

PEARL Make Prinplup level up to Lv 36.

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
4	Growl	Normal	Status		100	40	Enemy2	
8	Bubble	Water	Special	20	100	30	Enemy2	
11	Swords Dance	Normal	Status			30	Self	
15	Peck	Flying	Physical	35	100	35	Normal	○
16	Metal Claw	Steel	Physical	50	95	35	Normal	○
19	Swagger	Normal	Status		90	15	Normal	
24	BubbleBeam	Water	Special	65	100	20	Normal	
28	Fury Attack	Normal	Physical	15	85	20	Normal	○
33	Brine	Water	Special	65	100	10	Normal	
36	Aqua Jet	Water	Physical	40	100	20	Normal	○
39	Whirlpool	Water	Special	15	70	15	Normal	
46	Mist	Ice	Status			30	Ally2	
52	Drill Peck	Flying	Physical	80	100	20	Normal	○
59	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Hydro Cannon	Water	Special	150	90	5	Normal	

STARLY 396



NORMAL
FLYING

WEIGHT: 4.4 lbs.
GENDER: Male / Female
ABILITY: Keen Eye
ITEMS: Yache Berry

HEIGHT: 1'00"

MALE FORM



FEMALE FORM

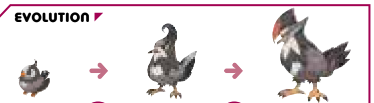


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND They flock in great numbers. Though small, they flap their wings with great power.

PEARL Usually with a large flock, it is barely noticeable when alone. Its cries are very strident.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 201, Route 202, Route 209, Route 204, Great Marsh (Areas 1-6)

PEARL Route 201, Route 202, Route 209, Route 204, Great Marsh (Areas 1-6)

EGG GROUP FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status			15	Self	
17	Endeavor	Normal	Physical		100	5	Normal	○
21	Whirlwind	Normal	Status		100	20	Normal	
25	Aerial Ace	Flying	Physical	60		20	Normal	○
29	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status			30	Self	
37	Brave Bird	Flying	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
FeatherDance	Flying	Status		100	15	Normal	
Fury Attack	Normal	Physical	15	85	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Astonish	Ghost	Physical	30	100	15	Normal	○
Sand-Attack	Ground	Status		100	15	Normal	
Foresight	Normal	Status			40	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○

STARAVIA 397



NORMAL
FLYING

WEIGHT: 34.2 lbs.
GENDER: Male / Female
ABILITY: Intimidate
ITEMS: Yache Berry

HEIGHT: 2'00"

MALE FORM



FEMALE FORM

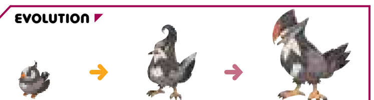


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It flies around forests and fields in search of bug Pokémon. It stays within a huge flock.

PEARL It lives in forests and fields. Its squabbles over territory occur when flocks collide.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 209, Route 212, Standoff Spring, Valor Lakefront, Lake Valor

PEARL Route 209, Route 212, Standoff Spring, Valor Lakefront, Lake Valor

EGG GROUP FLYING

LEARNED ATTACKS

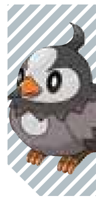
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status			15	Self	
18	Endeavor	Normal	Physical		100	5	Normal	○
23	Whirlwind	Normal	Status		100	20	Normal	
28	Aerial Ace	Flying	Physical	60		20	Normal	○
33	Take Down	Normal	Physical	90	85	20	Normal	○
38	Agility	Psychic	Status			30	Self	
43	Brave Bird	Flying	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA





STARAPTOR 398



NORMAL
FLYING

WEIGHT: 54.9 lbs.
GENDER: Male / Female
ABILITY: Intimidate
ITEMS: None

HEIGHT: 3'11"

MALE FORM

FEMALE FORM

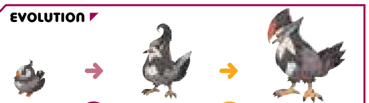


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a savage nature. It will courageously challenge foes that are much larger.

PEARL The muscles in its wings and legs are strong. It can easily fly while gripping a small Pokémon.

EVOLUTION



Starly → LV14 → Staravia → LV34 → Staraptor

MAIN METHODS TO OBTAIN

DIAMOND Make Staravia level up to Lv 34

PEARL Make Staravia level up to Lv 34

EGG GROUP: FLYING



LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Wing Attack	Flying	Physical	60	100	35	Normal	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Wing Attack	Flying	Physical	60	100	35	Normal	○
13	Double Team	Normal	Status			15	Self	
18	Endeavor	Normal	Physical		100	5	Normal	○
23	Whirlwind	Normal	Status		100	20	Normal	
28	Aerial Ace	Flying	Physical	60		20	Normal	○
33	Take Down	Normal	Physical	90	85	20	Normal	○
34	Close Combat	Fighting	Physical	120	100	5	Normal	○
41	Agility	Psychic	Status			30	Self	
49	Brave Bird	Flying	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM05	Defog	Flying	Status			15	Normal	

BIDOOF 399



NORMAL

WEIGHT: 44.1 lbs.
GENDER: Male / Female
ABILITY: Simple, Unaware
ITEMS: None

HEIGHT: 1'08"

MALE FORM

FEMALE FORM

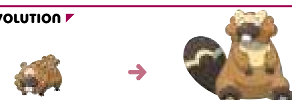


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND With nerves of steel, nothing can perturb it. It is more agile and active than it appears.

PEARL It constantly gnaws on logs and rocks to whittle down its front teeth. It nests alongside water.

EVOLUTION



Bidoof → LV15 → Bibarel

MAIN METHODS TO OBTAIN

DIAMOND Route 201, Route 202, Route 203, Route 204, Route 205 (North), Route 208, Valley Windworks, Great Marsh (Area 5)

PEARL Route 201, Route 202, Route 203, Route 204, Route 205 (North), Route 208, Valley Windworks, Great Marsh (Area 5)

EGG GROUP: WATER 1 / FIELD



LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status		100	40	Enemy2	
9	Defense Curl	Normal	Status			40	Self	
13	Rollout	Rock	Physical	30	90	20	Normal	○
17	Headbutt	Normal	Physical	70	100	15	Normal	○
21	Hyper Fang	Normal	Physical	80	90	15	Normal	○
25	Yawn	Normal	Status			10	Normal	
29	Amnesia	Psychic	Status			20	Self	
33	Take Down	Normal	Physical	90	85	20	Normal	○
37	Super Fang	Normal	Physical		90	10	Normal	○
41	Superpower	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Water Sport	Water	Status			15	All	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Odor Sleuth	Normal	Status			40	Normal	
Aqua Tail	Water	Physical	90	90	10	Normal	○



BIBAREL 400

NORMAL
WATER

WEIGHT: 69.4 lbs.
GENDER: Male / Female
ABILITY: Simple, Unaware
ITEMS: Oran Berry, Sitrus Berry

HEIGHT: 3'03"

MALE FORM
FEMALE FORM

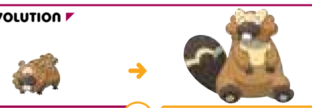


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It makes its nest by damming streams with bark and mud. It is known as an industrious worker.

PEARL While its movements out of water are sluggish, it can swim as fast as any Feebas.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 208, Route 209, Route 210, Route 212 (Rain), Sendoff Spring, Lake Valor, Valor Lakefront, Lake Acuity, Great Marsh (Areas 1-6)

PEARL Route 208, Route 209, Route 210, Route 212 (Rain), Sendoff Spring, Lake Valor, Valor Lakefront, Lake Acuity, Great Marsh (Areas 1-6)

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Growl	Normal	Status		100	40	Enemy2	
9	Defense Curl	Normal	Status			40	Self	
13	Rollout	Rock	Physical	30	90	20	Normal	○
15	Water Gun	Water	Special	40	100	25	Normal	
18	Headbutt	Normal	Physical	70	100	15	Normal	○
23	Hyper Fang	Normal	Physical	80	90	15	Normal	○
28	Yawn	Normal	Status			10	Normal	
33	Amnesia	Psychic	Status			20	Self	
38	Take Down	Normal	Physical	90	85	20	Normal	○
43	Super Fang	Normal	Physical		90	10	Normal	○
48	Superpower	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



KRICKETOT 401

BUG

WEIGHT: 4.9 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: Metronome

HEIGHT: 1'00"

MALE FORM
FEMALE FORM

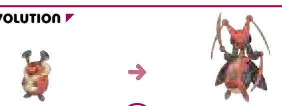


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It shakes its head back to front, causing its antennae to hit each other and sound like a xylophone.

PEARL It chats with others using the sounds of its colliding antennae. These sounds are fall hallmarks.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 202, Route 203, Route 204, Route 206, Route 207

PEARL Route 202, Route 203, Route 204, Route 206, Route 207

EGG GROUP | BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Bide	Normal	Physical			10	Self	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA









KRICKETUNE

402



BUG

WEIGHT: 56.2 lbs.
GENDER: Male / Female
ABILITY: Swarm
ITEMS: Metronome

HEIGHT: 3'03"



MALE FORM



FEMALE FORM

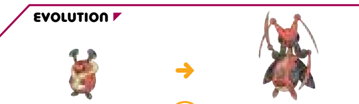


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It crosses its knifelike arms in front of its chest when it cries. It can compose melodies ad lib.

PEARL It signals its emotions with its melodies. Scientists are studying these melodic patterns.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 206, Route 210, Route 212, Route 214, Route 215, Pokémon Mansion (Trophy Garden), Valor Lakefront

PEARL Route 206, Route 210, Route 212, Route 214, Route 215, Pokémon Mansion (Trophy Garden), Valor Lakefront

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Bite	Normal	Physical			10	Self	○
10	Fury Cutter	Bug	Physical	10	95	20	Normal	○
14	Leech Life	Bug	Physical	20	100	15	Normal	○
18	Sing	Normal	Status		55	15	Normal	
22	Focus Energy	Normal	Status			30	Self	
26	X-Scissor	Bug	Physical	80	100	15	Normal	○
30	Screech	Normal	Status		85	40	Normal	
34	Bug Buzz	Bug	Special	90	100	10	Normal	
38	Perish Song	Normal	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

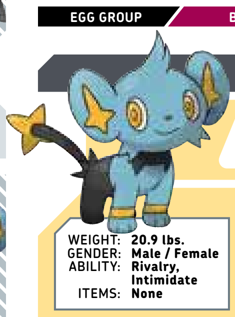
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



SHINX

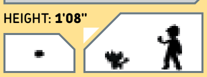
403



ELECTRIC

WEIGHT: 20.9 lbs.
GENDER: Male / Female
ABILITY: Rivalry, Intimidate
ITEMS: None

HEIGHT: 1'08"



MALE FORM



FEMALE FORM

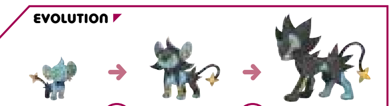


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND All of its fur dazzles if danger is sensed. It flees while the foe is momentarily blinded.

PEARL Its forelegs have a muscle-based system of generating electricity. Its body shines if endangered.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 202, Route 203, Route 204, Fuego Ironworks

PEARL Route 202, Route 203, Route 204, Fuego Ironworks

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
5	Leer	Normal	Status		100	30	Enemy2	
9	Charge	Electric	Status			20	Self	
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Spark	Electric	Physical	65	100	20	Normal	○
21	Roar	Normal	Status		100	20	Normal	
25	Swagger	Normal	Status		90	15	Normal	
29	Crunch	Dark	Physical	80	100	15	Normal	○
33	Thunder Fang	Electric	Physical	65	95	15	Normal	○
37	Scary Face	Normal	Status		90	10	Normal	
41	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Howl	Normal	Status			40	Self	
Take Down	Normal	Physical	90	85	20	Normal	○



LUXIO
404

ELECTRIC

WEIGHT: 67.2 lbs.
GENDER: Male / Female
ABILITY: Rivalry, Intimidate
ITEMS: None

HEIGHT: 2'11"

MALE FORM

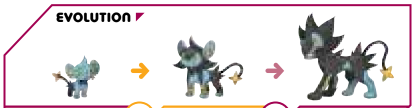

FEMALE FORM


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its claws let loose electricity with enough amperage to cause fainting. They live in small groups.

PEARL It rests its forelegs on others to communicate with rhythmic electric pulses from its claws.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Fuego Ironworks
PEARL Fuego Ironworks

EGG GROUP FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Leer	Normal	Status		100	30	Enemy2	
9	Charge	Electric	Status			20	Self	
13	Bite	Dark	Physical	60	100	25	Normal	○
18	Spark	Electric	Physical	65	100	20	Normal	○
23	Roar	Normal	Status		100	20	Normal	
28	Swagger	Normal	Status		90	15	Normal	
33	Crunch	Dark	Physical	80	100	15	Normal	○
38	Thunder Fang	Electric	Physical	65	95	15	Normal	○
43	Scary Face	Normal	Status		90	10	Normal	
48	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM04	Strength	Normal	Physical	80	100	15	Normal	○



LUXRAY
405

ELECTRIC

WEIGHT: 92.6 lbs.
GENDER: Male / Female
ABILITY: Rivalry, Intimidate
ITEMS: None

HEIGHT: 4'07"

MALE FORM

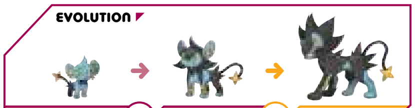

FEMALE FORM


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has eyes that can see through anything. It spots and captures prey hiding behind objects.

PEARL When its eyes gleam gold, it can spot hiding prey—even those taking shelter behind a wall.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Luxio level up to Lv 30
PEARL Make Luxio level up to Lv 30

EGG GROUP FIELD

LEARNED ATTACKS

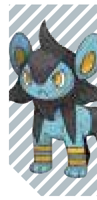
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Charge	Electric	Status			20	Self	
5	Leer	Normal	Status		100	30	Enemy2	
9	Charge	Electric	Status			20	Self	
13	Bite	Dark	Physical	60	100	25	Normal	○
18	Spark	Electric	Physical	65	100	20	Normal	○
23	Roar	Normal	Status		100	20	Normal	
28	Swagger	Normal	Status		90	15	Normal	
35	Crunch	Dark	Physical	80	100	15	Normal	○
42	Thunder Fang	Electric	Physical	65	95	15	Normal	○
49	Scary Face	Normal	Status		90	10	Normal	
56	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○





BUDEW

406



GRASS
POISON

WEIGHT: 2.6 lbs.
GENDER: Male / Female
ABILITY: Natural Cure, Poison Point
ITEMS: Poison Barb

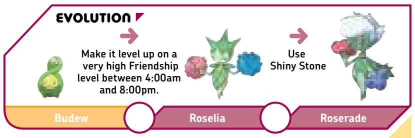
HEIGHT: 0'08"



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Over the winter, it closes its bud and endures the cold. In spring, the bud opens and releases pollen.

PEARL It lives alongside clear ponds. It scatters pollen that induces harsh sneezing and runny noses.



MAIN METHODS TO OBTAIN

DIAMOND Route 204, Route 212, Eterna Forest, Great Marsh (Areas 1-6)

PEARL Route 204, Route 212, Eterna Forest, Great Marsh (Areas 1-6)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Absorb	Grass	Special	20	100	25	Normal	
4	Growth	Normal	Status			40	Self	
7	Water Sport	Water	Status			15	All	
10	Stun Spore	Grass	Status		75	30	Normal	
13	Mega Drain	Grass	Special	40	100	15	Normal	
16	Worry Seed	Grass	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Spikes	Ground	Status			20	Enemy2	
Synthesis	Grass	Status			5	Self	
Pin Missile	Bug	Physical	14	85	20	Normal	
Cotton Spore	Grass	Status		85	40	Normal	
Sleep Powder	Grass	Status		75	15	Normal	
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Mind Reader	Normal	Status			5	Normal	
Leaf Storm	Grass	Special	140	90	5	Normal	
Extrasensory	Psychic	Special	80	100	30	Normal	

ROSERADE

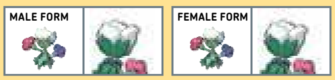
407



GRASS
POISON

WEIGHT: 32.0 lbs.
GENDER: Male / Female
ABILITY: Natural Cure, Poison Point
ITEMS: None

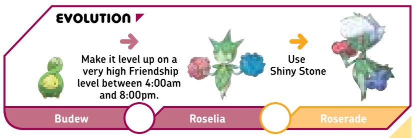
HEIGHT: 2'11"



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It attracts prey with a sweet aroma, then downs it with thorny whips hidden in its arms.

PEARL With the movements of a dancer, it strikes with whips that are densely lined with poison thorns.



MAIN METHODS TO OBTAIN

DIAMOND Use Shiny Stone on Roselia.

PEARL Use Shiny Stone on Roselia.

EGG GROUP: FAIRY / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Weather Ball	Normal	Special	50	100	10	Normal	
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Mega Drain	Grass	Special	40	100	15	Normal	
Basic	Magical Leaf	Grass	Special	60		20	Normal	
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

CRANIDOS



408

ROCK

WEIGHT: 69.4 lbs.
GENDER: Male / Female
ABILITY: Mold Breaker
ITEMS: None

HEIGHT: 2'11"



M/F HAVE SAME FORM

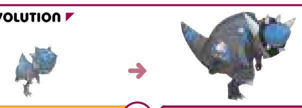


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lived in jungles around 100 million years ago. Its skull is as hard as iron.

PEARL It was resurrected from an iron ball-like fossil. It downs prey with its head butts.

EVOLUTION



Cranidos → LV30 → Rampardos

MAIN METHODS TO OBTAIN

DIAMOND Obtain Skull Fossil in Underpass and have it restored at the Mining Museum in Oreburgh City.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Focus Energy	Normal	Status			30	Self	
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Scary Face	Normal	Status		90	10	Normal	
24	Assurance	Dark	Physical	50	100	10	Normal	○
28	AncientPower	Rock	Special	60	100	5	Normal	
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Screech	Normal	Status		85	40	Normal	
43	Head Smash	Rock	Physical	150	80	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Leer	Normal	Status		100	30	Enemy2	
Slam	Normal	Physical	80	75	20	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
Whirlwind	Normal	Status		100	20	Normal	
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

RAMPARDOS



409

ROCK

WEIGHT: 226.0 lbs.
GENDER: Male / Female
ABILITY: Mold Breaker
ITEMS: None

HEIGHT: 5'03"



M/F HAVE SAME FORM

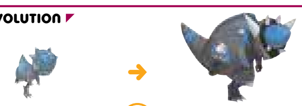


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its powerful headbutt has enough power to shatter even the most durable things upon impact.

PEARL Its skull is as hard as iron. It is a brute that tears down jungle trees while catching prey.

EVOLUTION



Cranidos → LV30 → Rampardos

MAIN METHODS TO OBTAIN

DIAMOND Make Cranidos level up to Lv 30

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Headbutt	Normal	Physical	70	100	15	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
6	Focus Energy	Normal	Status			30	Self	
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Scary Face	Normal	Status		90	10	Normal	
24	Assurance	Dark	Physical	50	100	10	Normal	○
28	AncientPower	Rock	Special	60	100	5	Normal	
30	Endeavor	Normal	Physical		100	5	Normal	○
36	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Screech	Normal	Status		85	40	Normal	
52	Head Smash	Rock	Physical	150	80	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○







SHIELDON 410



ROCK
STEEL

WEIGHT: 125.7 lbs.
GENDER: Male / Female
ABILITY: Sturdy
ITEMS: None

HEIGHT: 1'08"

M/F HAVE SAME FORM

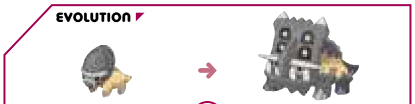


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lived in jungles around 100 million years ago. Its facial hide is extremely hard.

PEARL It habitually polishes its face by rubbing it against tree trunks. It is weak to attacks from behind.

EVOLUTION



Shieldon → LV30 → Bastiodon

MAIN METHODS TO OBTAIN

PEARL Obtain Armor Fossil in Underpass and have it restored at the Mining Museum in Oreburgh City.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Protect	Normal	Status			10	Self	
6	Taunt	Dark	Status		100	20	Normal	
10	Metal Sound	Steel	Status		85	40	Normal	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Iron Defense	Steel	Status			15	Self	
24	Swagger	Normal	Status		90	15	Normal	
28	AncientPower	Rock	Special	60	100	5	Normal	
33	Endure	Normal	Status			10	Self	
37	Metal Burst	Steel	Physical		100	10	Self	
43	Iron Head	Steel	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Focus Energy	Normal	Status			30	Self	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Rock Blast	Rock	Physical	25	80	10	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Screech	Normal	Status		85	40	Normal	
Curse	???	Status			10	Normal/Self	
Fissure	Ground	Physical		30	5	Normal	

BASTIODON 411



ROCK
STEEL

WEIGHT: 329.6 lbs.
GENDER: Male / Female
ABILITY: Sturdy
ITEMS: None

HEIGHT: 4'03"

M/F HAVE SAME FORM

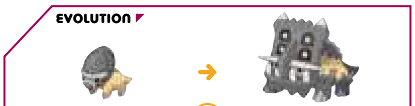


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Any frontal attack is repulsed. It is a docile Pokémon that feeds on grass and berries.

PEARL When attacked, they form a wall with their shieldlike faces to protect their young.

EVOLUTION



Shieldon → LV30 → Bastiodon

MAIN METHODS TO OBTAIN

PEARL Make Shieldon level up to Lv 30

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Protect	Normal	Status			10	Self	
Basic	Taunt	Dark	Status		100	20	Normal	
Basic	Metal Sound	Steel	Status		85	40	Normal	
6	Taunt	Dark	Status		100	20	Normal	
10	Metal Sound	Steel	Status		85	40	Normal	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Iron Defense	Steel	Status			15	Self	
24	Swagger	Normal	Status		90	15	Normal	
28	AncientPower	Rock	Special	60	100	5	Normal	
30	Block	Normal	Status			5	Normal	
36	Endure	Normal	Status			10	Self	
43	Metal Burst	Steel	Physical		100	10	Self	
52	Iron Head	Steel	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

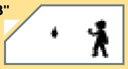
BURMY 412



BUG

WEIGHT: 7.5 lbs.
GENDER: Male / Female
ABILITY: Shed Skin
ITEMS: None

HEIGHT: 0'08"



M/F HAVE SAME FORM



Plant Cloak · Sandy Cloak · Trash Cloak

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To shelter itself from cold, wintry winds, it covers itself with a cloak made of twigs and leaves.

PEARL If its cloak is broken in battle, it quickly remakes the cloak with materials nearby.

EVOLUTION

- Burmy ♀ (Plant Cloak) p.221 → LV20 → Wormadam (Plant Cloak) p.221
- Burmy ♀ (Sandy Cloak)p.221 → LV20 → Wormadam (Sandy Coak) p. 222
- Burmy ♀ (Trash Cloak) p.221 → LV20 → Wormadam (Trash Coak) p. 222
- Burmy ♂ p. 221 → LV20 → Mothim p. 223

MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.
PEARL Put Honey on a Honey Tree.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Protect	Normal	Status			10	Self	
10	Tackle	Normal	Physical	35	95	35	Normal	○
20	Hidden Power	Normal	Special			15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

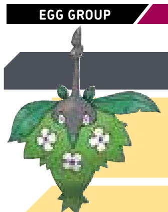
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

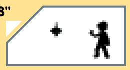
WORMADAM (PLANT CLOAK) 413



BUG
GRASS

WEIGHT: 14.3 lbs.
GENDER: Female Only
ABILITY: Anticipation
ITEMS: None

HEIGHT: 1'08"



FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

PEARL Its appearance changes depending on where it evolved. The materials on hand become a part of its body.

EVOLUTION

- Burmy ♀ (Plant Cloak) p.221 → LV20 → Wormadam (Plant Cloak) p.221
- Burmy ♀ (Sandy Cloak)p.221 → LV20 → Wormadam (Sandy Coak) p. 222
- Burmy ♀ (Trash Cloak) p.221 → LV20 → Wormadam (Trash Coak) p. 222
- Burmy ♂ p. 221 → LV20 → Mothim p. 223

MAIN METHODS TO OBTAIN

DIAMOND Make Burmy ♀ (Plant Cloak) level up to Lv 20.
PEARL Make Burmy ♀ (Plant Cloak) level up to Lv 20.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status			10	Self	
20	Hidden Power	Normal	Special		100	15	Normal	
23	Confusion	Psychic	Special	50	100	25	Normal	
26	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
29	Growth	Normal	Status			40	Self	
32	Psybeam	Psychic	Special	65	100	20	Normal	
35	Captivate	Normal	Status		100	20	Enemy2	
38	Flail	Normal	Physical		100	15	Normal	○
41	Attract	Normal	Status		100	15	Normal	
44	Psychic	Psychic	Special	90	100	10	Normal	
47	Leaf Storm	Grass	Special	140	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	





WORMADAM (SANDY CLOAK)

413

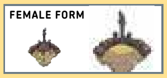


BUG
GROUND

WEIGHT: **14.3 lbs.**
GENDER: **Female Only**
ABILITY: **Anticipation**
ITEMS: **None**

HEIGHT: **1'08"**

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

PEARL Its appearance changes depending on where it evolved. The materials on hand become a part of its body.

EVOLUTION

Burmy ♀ (Plant Cloak) p.221 — LV20 — Wormadam (Plant Cloak) p.221
Burmy ♀ (Sandy Cloak)p.221 — LV20 — Wormadam (Sandy Cloak) p. 222
Burmy ♀ (Trash Cloak) p.221 — LV20 — Wormadam (Trash Cloak) p. 222
Burmy ♂ p. 221 — LV20 — Mothim p. 223

MAIN METHODS TO OBTAIN

DIAMOND Make Burmy ♀ (Sandy Cloak) level up to Lv 20.
PEARL Make Burmy ♀ (Sandy Cloak) level up to Lv 20.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status			10	Self	
20	Hidden Power	Normal	Special		100	15	Normal	
23	Confusion	Psychic	Special	50	100	25	Normal	
26	Rock Blast	Rock	Physical	25	80	10	Normal	
29	Harden	Normal	Status			30	Self	
32	Psybeam	Psychic	Special	65	100	20	Normal	
35	Captivate	Normal	Status		100	20	Enemy2	
38	Flail	Normal	Physical		100	15	Normal	○
41	Attract	Normal	Status		100	15	Normal	
44	Psychic	Psychic	Special	90	100	10	Normal	
47	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

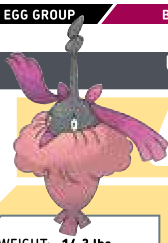
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

WORMADAM (TRASH CLOAK)

413



BUG
STEEL

WEIGHT: **14.3 lbs.**
GENDER: **Female Only**
ABILITY: **Anticipation**
ITEMS: **None**

HEIGHT: **1'08"**

FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

PEARL Its appearance changes depending on where it evolved. The materials on hand become a part of its body.

EVOLUTION

Burmy ♀ (Plant Cloak) p.221 — LV20 — Wormadam (Plant Cloak) p.221
Burmy ♀ (Sandy Cloak)p.221 — LV20 — Wormadam (Sandy Cloak) p. 222
Burmy ♀ (Trash Cloak) p.221 — LV20 — Wormadam (Trash Cloak) p. 222
Burmy ♂ p. 221 — LV20 — Mothim p. 223

MAIN METHODS TO OBTAIN

DIAMOND Make Burmy (Trash Cloak) level up to Lv 20.
PEARL Make Burmy (Trash Cloak) level up to Lv 20.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status			10	Self	
20	Hidden Power	Normal	Special		100	15	Normal	
23	Confusion	Psychic	Special	50	100	25	Normal	
26	Mirror Shot	Steel	Special	65	85	10	Normal	
29	Metal Sound	Steel	Status		85	40	Normal	
32	Psybeam	Psychic	Special	65	100	20	Normal	
35	Captivate	Normal	Status		100	20	Enemy2	
38	Flail	Normal	Physical		100	15	Normal	○
41	Attract	Normal	Status		100	15	Normal	
44	Psychic	Psychic	Special	90	100	10	Normal	
47	Iron Head	Steel	Physical	80	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	



MOTHIM

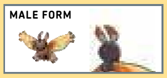
414

BUG
FLYING

WEIGHT: **51.4 lbs.**
GENDER: **Male Only**
ABILITY: **Swarm**
ITEMS: **None**

HEIGHT: **2'11"**

MALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves the honey of flowers and steals honey collected by Combee.

PEARL It does not keep a nest. It flies over fields and mountains in constant search of floral honey.

EVOLUTION

- Burmy ♀ (Plant Cloak) p.221 → LV20 → Wormadam (Plant Cloak) p.221
- Burmy ♀ (Sandy Cloak)p.221 → LV20 → Wormadam (Sandy Coak) p. 222
- Burmy ♀ (Trash Cloak) p.221 → LV20 → Wormadam (Trash Coak) p. 222
- Burmy ♂ p. 221 → LV20 → Mothim p. 223

MAIN METHODS TO OBTAIN

DIAMOND Make Burmy ♂ level up to Lv 20.

PEARL Make Burmy ♂ level up to Lv 20.

EGG GROUP: BUG

LEARNED ATTACKS

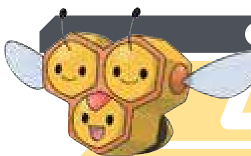
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status			10	Self	
20	Hidden Power	Normal	Special		100	15	Normal	
23	Confusion	Psychic	Special	50	100	25	Normal	
26	Gust	Flying	Special	40	100	35	Normal	
29	PoisonPowder	Poison	Status		75	35	Normal	
32	Psybeam	Psychic	Special	65	100	20	Normal	
35	Camouflage	Normal	Status			20	Self	
38	Silver Wind	Bug	Special	60	100	5	Normal	
41	Air Slash	Flying	Special	75	95	20	Normal	
44	Psychic	Psychic	Special	90	100	10	Normal	
47	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM51	Roost	Flying	Status			10	Self	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	



COMBEE

415

BUG
FLYING

WEIGHT: **12.1 lbs.**
GENDER: **Male / Female**
ABILITY: **Honey Gather**
ITEMS: **Honey**

HEIGHT: **1'00"**

MALE FORM



FEMALE FORM

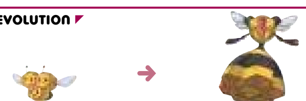


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon formed by three others. It busily carries sweet floral honey to Vespiquen.

PEARL It collects and delivers honey to its colony. At night, they cluster to form a beehive and sleep.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.

PEARL Put Honey on a Honey Tree.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Gust	Flying	Special	40	100	35	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

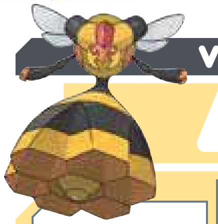
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA





VESPIQUEN

416

BUG
FLYING

WEIGHT: 84.9 lbs.
GENDER: Female Only
ABILITY: Pressure
ITEMS: None

HEIGHT: 3'11"

FEMALE FORM

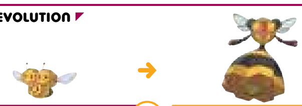


Stat	
HP	
ATTACK	
DEFENSE	
SPECIAL ATTACK	
SPECIAL DEFENSE	
SPEED	

DIAMOND Its abdomen is a honeycomb for grubs. It raises its grubs on honey collected by Combee.

PEARL When endangered, grubs from its six-cell honeycomb strike back. There is only one in a colony.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Combee ♀ level up to Lv 21

PEARL Make Combee ♀ level up to Lv 21

EGG GROUP: BUG

LEARNED ATTACKS

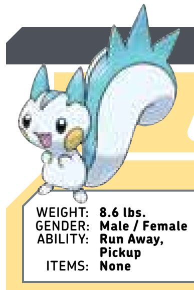
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sweet Scent	Normal	Status		100	20	Enemy2	
Basic	Gust	Flying	Special	40	100	35	Normal	
3	Poison Sting	Poison	Physical	15	100	35	Normal	
7	Confuse Ray	Ghost	Status		100	10	Normal	
9	Fury Cutter	Bug	Physical	10	95	20	Normal	○
13	Defense Order	Bug	Status			10	Self	
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Power Gem	Rock	Special	70	100	20	Normal	
25	Heal Order	Bug	Status			10	Self	
27	Toxic	Poison	Status		85	10	Normal	
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Captivate	Normal	Status		100	20	Enemy2	
37	Attack Order	Bug	Physical	90	100	15	Normal	
39	Swagger	Normal	Status		90	15	Normal	
43	Destiny Bond	Ghost	Status			5	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	



PACHIRISU

417

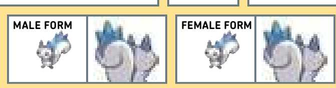
ELECTRIC

WEIGHT: 8.6 lbs.
GENDER: Male / Female
ABILITY: Run Away, Pickup
ITEMS: None

HEIGHT: 1'04"

MALE FORM

FEMALE FORM



Stat	
HP	
ATTACK	
DEFENSE	
SPECIAL ATTACK	
SPECIAL DEFENSE	
SPEED	

DIAMOND It makes fur balls that crackle with static electricity. It stores them with berries in tree holes.

PEARL It makes electricity with pouches in its cheeks and shoots charges from its tail. It lives atop trees.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 205, Fuego Ironworks, Valley Windworks

PEARL Route 205, Fuego Ironworks, Valley Windworks

EGG GROUP: FIELD / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Bide	Normal	Physical			10	Self	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Charm	Normal	Status		100	20	Normal	
13	Spark	Electric	Physical	65	100	20	Normal	○
17	Endure	Normal	Status			10	Self	
21	Swift	Normal	Special	60		20	Enemy2	
25	Sweet Kiss	Normal	Status		75	10	Normal	
29	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
33	Super Fang	Normal	Physical		90	10	Normal	○
37	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Covet	Normal	Physical	40	100	40	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Fake Tears	Dark	Status		100	20	Normal	
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Flatter	Dark	Status		100	15	Normal	
Flail	Normal	Physical		100	15	Normal	○

BUIZEL 418

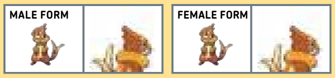


WATER

WEIGHT: 65.0 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: Wacan Berry

HEIGHT: 2'04"

MALE FORM FEMALE FORM

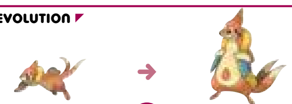


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a flotation sac that is like an inflatable collar. It floats on water with its head out.

PEARL It swims by rotating its two tails like a screw. When it dives, its flotation sac collapses.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 205, Route 213, Route 224, Valley Windworks

PEARL Route 205, Route 213, Route 224, Valley Windworks

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	SonicBoom	Normal	Special		90	20	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Sport	Water	Status			15	All	
3	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Swift	Normal	Special	60		20	Enemy2	
21	Aqua Jet	Water	Physical	40	100	20	Normal	○
28	Agility	Psychic	Status			30	Self	
36	Whirlpool	Water	Special	15	70	15	Normal	
45	Razor Wind	Normal	Special	80	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Mud-Slap	Ground	Special	20	100	10	Normal	
Headbutt	Normal	Physical	70	100	15	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Odor Sleuth	Normal	Status			40	Normal	
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Baton Pass	Normal	Status			40	Self	

FLOATZEL 419

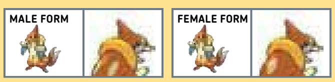


WATER

WEIGHT: 73.9 lbs.
GENDER: Male / Female
ABILITY: Swift Swim
ITEMS: Wacan Berry

HEIGHT: 3'07"

MALE FORM FEMALE FORM

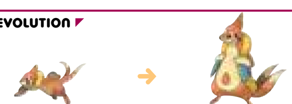


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It floats using its well-developed flotation sac. It assists in the rescues of drowning people.

PEARL Its flotation sac developed as a result of pursuing aquatic prey. It can double as a rubber raft.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 213, Route 218, Route 221, Route 222, Route 224, Valley Windworks

PEARL Route 213, Route 218, Route 221, Route 222, Route 224, Valley Windworks

EGG GROUP | WATER 1 | FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	SonicBoom	Normal	Special		90	20	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Water Sport	Water	Status			15	All	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
3	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Swift	Normal	Special	60		20	Enemy2	
21	Aqua Jet	Water	Physical	40	100	20	Normal	○
26	Crunch	Dark	Physical	80	100	15	Normal	○
29	Agility	Psychic	Status			30	Self	
39	Whirlpool	Water	Special	15	70	15	Normal	
50	Razor Wind	Normal	Special	80	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

CHERUBI 420



GRASS

WEIGHT: 7.3 lbs.
GENDER: Male / Female
ABILITY: Chlorophyll
ITEMS: Miracle Seed

HEIGHT: 1'04"

M/F HAVE SAME FORM

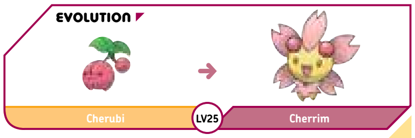


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The small ball holds the nutrients needed for evolution. Apparently, it is very sweet and tasty.

PEARL Sunlight colors it red. When the small ball is drained of nutrients, it shrivels to herald evolution.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.
PEARL Put Honey on a Honey Tree.

EGG GROUP | FAIRY | GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
7	Growth	Normal	Status			40	Self	
10	Leech Seed	Grass	Status		90	10	Normal	
13	Helping Hand	Normal	Status			20	Ally1	
19	Magical Leaf	Grass	Special	60		20	Normal	
22	Sunny Day	Fire	Status			5	All	
28	Worry Seed	Grass	Status		100	10	Normal	
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	SolarBeam	Grass	Special	120	100	10	Normal	
40	Lucky Chant	Normal	Status			30	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Sweet Scent	Normal	Status		100	20	Enemy2	
Tickle	Normal	Status		100	20	Normal	
Nature Power	Normal	Status			20	DoM	
GrassWhistle	Grass	Status		55	15	Normal	
Aromatherapy	Grass	Status			5	All Allies	

CHERRIM 421



GRASS

WEIGHT: 20.5 lbs.
GENDER: Male / Female
ABILITY: Flower Gift
ITEMS: None

HEIGHT: 1'08"

OVERCAST FORM*



SUNSHINE FORM*

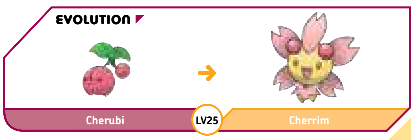


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It blooms during times of strong sunlight. It tries to make up for everything it endured as a bud.

PEARL It is docile as a bud, but turns cheerful when it blooms. It folds back into a bud if sunlight wanes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Cherubi level up to Lv 25
PEARL Make Cherubi level up to Lv 25

EGG GROUP | FAIRY | GRASS

* Cherrim changes its form from Night Form to Day Form when the weather becomes Sunny by a move Sunny Day or the ability Drought.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Growth	Normal	Status			40	Self	
7	Growth	Normal	Status			40	Self	
10	Leech Seed	Grass	Status		90	10	Normal	
13	Helping Hand	Normal	Status			20	Ally1	
19	Magical Leaf	Grass	Special	60		20	Normal/Self	
22	Sunny Day	Fire	Status			5	All	
25	Petal Dance	Grass	Special	90	100	20	Random1	○
30	Worry Seed	Grass	Status		100	10	Normal	
35	Take Down	Normal	Physical	90	85	20	Normal	○
43	SolarBeam	Grass	Special	120	100	10	Normal	
48	Lucky Chant	Normal	Status			30	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

SHELLOS 422



WATER

WEIGHT: 13.9 lbs.
GENDER: Male / Female
ABILITY: Sticky Hold, Storm Drain
ITEMS: None

HEIGHT: 1'00"

WEST SEA

EAST SEA

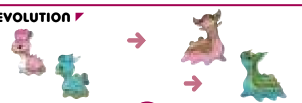


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its colors and shapes differ from region to region. In the Sinnoh region, two types are confirmed.

PEARL It lives along bodies of water. Its body shape has changed to suit its habitat.

EVOLUTION



Shellos → LV30 → Gastrodon

MAIN METHODS TO OBTAIN

DIAMOND Route 205, Route 218, Route 221, Route 224, Valley Windworks

PEARL Route 205, Route 218, Route 221, Route 224, Valley Windworks

EGG GROUP | WATER 1 | AMORPHOUS

* Shellos of West Sea live on the west side of Mt. Coronet such as on Route 205 and the ones of East Sea live on the east side of the mountain such as on Route 213.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
2	Mud Sport	Ground	Status			15	All	
4	Harden	Normal	Status			30	Self	
7	Water Pulse	Water	Special	60	100	20	Normal	
11	Mud Bomb	Ground	Special	65	85	10	Normal	
16	Hidden Power	Normal	Special		100	15	Normal	
22	Rain Dance	Water	Status			5	All	
29	Body Slam	Normal	Physical	85	100	15	Normal	○
37	Muddy Water	Water	Special	95	85	10	Enemy2	
46	Recover	Normal	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	

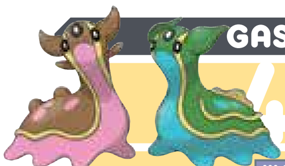
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Counter	Fighting	Physical		100	20	Self	○
Mirror Coat	Psychic	Special		100	20	Self	
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special		100	10	Normal	
Yawn	Normal	Status			10	Normal	
Memento	Dark	Status		100	10	Normal	
Curse	???	Status			10	Normal/Self	
Amnesia	Psychic	Status			20	Self	
Fissure	Ground	Physical		30	5	Normal	

GASTRODON 423



WATER
GROUND

WEIGHT: 65.9 lbs.
GENDER: Male / Female
ABILITY: Sticky Hold, Storm Drain
ITEMS: None

HEIGHT: 2'11"

WEST SEA

EAST SEA



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has a pliable body without any bones. If any part of its body is torn off, it grows right back.

PEARL It apparently had a huge shell for protection in ancient times. It lives in shallow tidal pools.

EVOLUTION



Shellos → LV30 → Gastrodon

MAIN METHODS TO OBTAIN

DIAMOND Route 218, Route 221, Route 222, Route 224, Route 230, Fuego Ironworks

PEARL Route 218, Route 221, Route 222, Route 224, Route 230, Fuego Ironworks

EGG GROUP | WATER 1 | AMORPHOUS

* Gastrodon of West Sea live on the west side of Mt. Coronet such as on Route 218 and the ones of East Sea live on the east side of the mountain such as on Route 222.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Harden	Normal	Status			30	Self	
Basic	Water Pulse	Water	Special	60	100	20	Normal	
2	Mud Sport	Ground	Status			15	All	
4	Harden	Normal	Status			30	Self	
7	Water Pulse	Water	Special	60	100	20	Normal	
11	Mud Bomb	Ground	Special	65	85	10	Normal	
16	Hidden Power	Normal	Special		100	15	Normal	
22	Rain Dance	Water	Status			5	All	
29	Body Slam	Normal	Physical	85	100	15	Normal	○
41	Muddy Water	Water	Special	95	85	10	Enemy2	
54	Recover	Normal	Status			10	Self	

BATTLE MOVES

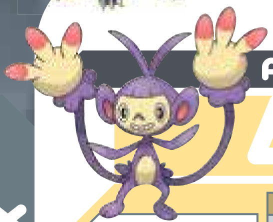
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

AMBIPOM

424



NORMAL

WEIGHT: 44.8 lbs.
GENDER: Male / Female
ABILITY: Technician, Pickup
ITEMS: None

HEIGHT: 3'11"



MALE FORM | FEMALE FORM

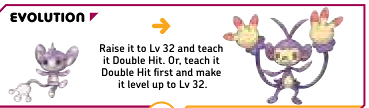


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND To eat, it deftly shucks nuts with its two tails. It rarely uses its arms now.

PEARL They work in large colonies and make rings by linking their tails, apparently in friendship.

EVOLUTION



Raise it to Lv 32 and teach it Double Hit. Or, teach it Double Hit first and make it level up to Lv 32.

Aipom → LV32 → Ambipom

MAIN METHODS TO OBTAIN

DIAMOND Teach an Aimpom the move Double Hit and let it level up to Lv 32 or higher.

PEARL Teach an Aimpom the move Double Hit and let it level up to Lv 32 or higher.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
4	Sand-Attack	Ground	Status		100	15	Normal	
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status			40	Self	
15	Tickle	Normal	Status		100	20	Normal	
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60		20	Enemy2	
25	Screech	Normal	Status		85	40	Normal	
29	Agility	Psychic	Status			30	Self	
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical		100	10	Normal	
39	Nasty Plot	Dark	Status			20	Self	
43	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

DRIFLOON

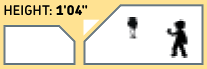
425



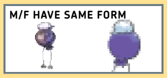
GHOST
FLYING

WEIGHT: 2.6 lbs.
GENDER: Male / Female
ABILITY: Aftermath, Unburden
ITEMS: None

HEIGHT: 1'04"



M/F HAVE SAME FORM

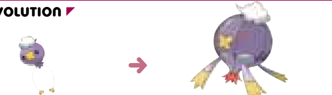


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

PEARL It tugs on the hands of children to steal them away. However, it gets pulled around instead.

EVOLUTION



Drifloon → LV28 → Drifblim

MAIN METHODS TO OBTAIN

DIAMOND Valley Windworks (Fridays only)

PEARL Valley Windworks (Fridays only)

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Minimize	Normal	Status			20	Self	
6	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Gust	Flying	Special	40	100	35	Normal	
14	Focus Energy	Normal	Status			30	Self	
17	Payback	Dark	Physical	50	100	10	Normal	○
22	Stockpile	Normal	Status			20	Self	
27	Swallow	Normal	Status			10	Self	
27	Spit Up	Normal	Special		100	10	Normal	
30	Ominous Wind	Ghost	Special	60	100	5	Normal	
33	Baton Pass	Normal	Status			40	Self	
38	Shadow Ball	Ghost	Special	80	100	15	Normal	
43	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Memento	Dark	Status		100	10	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Destiny Bond	Ghost	Status			5	Self	
Disable	Normal	Status		80	20	Normal	
Haze	Ice	Status			30	All	
Hypnosis	Psychic	Status		70	20	Normal	

DRIFBLIM 426



GHOST
FLYING

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Aftermath, Unburden
ITEMS: None

HEIGHT: 3'11"



M/F HAVE SAME FORM

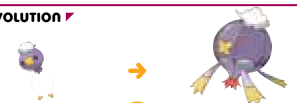


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It's drowsy in daytime, but flies off in the evening in big groups. No one knows where they go.

PEARL It carries people and Pokémon when it flies. But since it only drifts, it can end up anywhere.

EVOLUTION



Drifloon → LV28 → Drifblim

MAIN METHODS TO OBTAIN

DIAMOND Make Drifloon level up to Lv 28

PEARL Make Drifloon level up to Lv 28

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
Basic	Minimize	Normal	Status			20	Self	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Gust	Flying	Special	40	100	35	Normal	
6	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Gust	Flying	Special	40	100	35	Normal	
14	Focus Energy	Normal	Status			30	Self	
17	Payback	Dark	Physical	50	100	10	Normal	○
22	Stockpile	Normal	Status			20	Self	
27	Swallow	Normal	Status			10	Self	
27	Spit Up	Normal	Special		100	10	Normal	
32	Ominous Wind	Ghost	Special	60	100	5	Normal	
37	Baton Pass	Normal	Status			40	Self	
44	Shadow Ball	Ghost	Special	80	100	15	Normal	
51	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	

BUNEARY 427



NORMAL

WEIGHT: 12.1 lbs.
GENDER: Male / Female
ABILITY: Run Away, Klutz
ITEMS: Chople Berry

HEIGHT: 1'04"



M/F HAVE SAME FORM

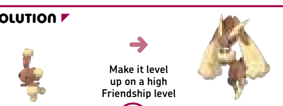


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It slams foes by sharply uncoiling its rolled ears. It stings enough to make a grown-up cry in pain.

PEARL When it senses danger, it perks up its ears. On cold nights, it sleeps with its head tucked into its fur.

EVOLUTION



Buneary → Make it level up on a high Friendship level → Lopunny

MAIN METHODS TO OBTAIN

DIAMOND Eterna Forest.

PEARL Eterna Forest.

EGG GROUP: FIELD / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Splash	Normal	Status			40	Self	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Foresight	Normal	Status			40	Normal	
6	Endure	Normal	Status			10	Self	
13	Frustration	Normal	Physical		100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status			40	Self	
33	Agility	Psychic	Status			30	Self	
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status		100	20	Normal	
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Fake Tears	Dark	Status		100	20	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Encore	Normal	Status		100	5	Normal	
Sweet Kiss	Normal	Status		75	10	Normal	
Double Hit	Normal	Physical	35	90	10	Normal	○
Attract	Normal	Status		100	15	Normal	
Low Kick	Fighting	Physical		100	20	Normal	○
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Switcheroo	Dark	Status		100	10	Normal	
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○









LOPUNNY

428

NORMAL

WEIGHT: 73.4 lbs.
GENDER: Male / Female
ABILITY: Cute Charm, Klutz
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND An extremely cautious Pokémon. It cloaks its body with its fluffy ear fur when it senses danger.

PEARL It is very conscious of its looks and never fails to groom its ears. It runs with sprightly jumps.

EVOLUTION



Make it level up on a high Friendship level



Buneary → Lopunny

MAIN METHODS TO OBTAIN

DIAMOND Make Buneary level up on a high Friendship level.
PEARL Make Buneary level up on a high Friendship level.

EGG GROUP: FIELD / HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mirror Coat	Psychic	Special		100	20	Self	
Basic	Magic Coat	Psychic	Status			15	Self	
Basic	Splash	Normal	Status			40	Self	
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Defense Curl	Normal	Status			40	Self	
Basic	Foresight	Normal	Status			40	Normal	
6	Endure	Normal	Status			10	Self	
13	Return	Normal	Physical		100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status			40	Self	
33	Agility	Psychic	Status			30	Self	
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status		100	20	Normal	
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



MISMAGIUS

429

GHOST

WEIGHT: 9.7 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 2'11"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its cries sound like incantations. Those hearing it are tormented by headaches and hallucinations.

PEARL It chants incantations. While they usually torment targets, some chants bring happiness.

EVOLUTION



Use Dusk Stone



Misdreavus → Mismagius

MAIN METHODS TO OBTAIN

PEARL Use Dusk Stone on Misdreavus.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Lucky Chant	Normal	Status			30	Enemy2	
Basic	Magical Leaf	Grass	Special	60		20	Normal	
Basic	Growl	Normal	Status		100	40	Enemy2	
Basic	Psywave	Psychic	Special		80	15	Normal	
Basic	Spite	Ghost	Status		100	10	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



HONCHKROW

430

DARK
FLYING

WEIGHT: **60.2 lbs.**
GENDER: **Male / Female**
ABILITY: **Insomnia, Super Luck**
ITEMS: **None**

HEIGHT: **2'11"**

M/F HAVE SAME FORM

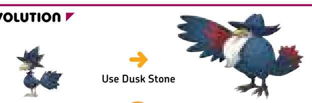


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Becoming active at night, it is known to swarm with numerous Murkrow in tow.

PEARL It makes its Murkrow cronies bring it food. It idles its time away, grooming itself in its nest.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Dusk Stone on Murkrow.

EGG GROUP: FLYING

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Pursuit	Dark	Physical	40	100	20	Normal	○
Basic	Haze	Ice	Status			30	All	
Basic	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Swagger	Normal	Status		90	15	Normal	
35	Nasty Plot	Dark	Status			20	Self	
45	Night Slash	Dark	Physical	70	100	15	Normal	○
55	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	



GLAMEOW

431

NORMAL

WEIGHT: **8.6 lbs.**
GENDER: **Male / Female**
ABILITY: **Limber, Own Tempo**
ITEMS: **Cheri Berry**

HEIGHT: **1'08"**

M/F HAVE SAME FORM

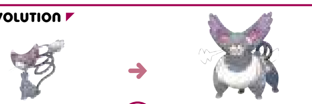


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It claws if displeased and purrs when affectionate. Its fickleness is very popular among some.

PEARL With its sharp glare, it puts foes in a mild hypnotic state. It is a very fickle Pokémon.

EVOLUTION



MAIN METHODS TO OBTAIN

PEARL Route 218, Route 222

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○
5	Scratch	Normal	Physical	40	100	35	Normal	○
8	Growl	Normal	Status		100	40	Enemy2	
13	Hypnosis	Psychic	Status		70	20	Normal	
17	Faint Attack	Dark	Physical	60		20	Normal	○
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Charm	Normal	Status		100	20	Normal	
29	Assist	Normal	Status			20	DoM	
32	Captivate	Normal	Status		100	20	Enemy2	
37	Slash	Normal	Physical	70	100	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Bite	Dark	Physical	60	100	25	Normal	○
Tail Whip	Normal	Status		100	30	Enemy2	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Sand-Attack	Ground	Status		100	15	Normal	
Fake Tears	Dark	Status		100	20	Normal	
Assurance	Dark	Physical	50	100	10	Normal	○





PURUGLY

432



NORMAL

WEIGHT: 96.6 lbs.
GENDER: Male / Female
ABILITY: Thick Fat, Own Tempo
ITEMS: Cheri Berry

HEIGHT: 3'03"

M/F HAVE SAME FORM

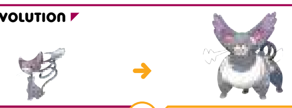


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It is a brazen brute that barges its way into another Pokémon's nest and claims it as its own.

PEARL To make itself appear intimidatingly beefy, it tightly cinches its waist with its twin tails.

EVOLUTION



Glameow → LV38 → Purugly

MAIN METHODS TO OBTAIN

PEARL Route 222, Route 229

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fake Out	Normal	Physical	40	100	10	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Growl	Normal	Status		100	40	Enemy2	
5	Scratch	Normal	Physical	40	100	35	Normal	○
8	Growl	Normal	Status		100	40	Enemy2	
13	Hypnosis	Psychic	Status		70	20	Normal	
17	Faint Attack	Dark	Physical	60		20	Normal	○
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Charm	Normal	Status		100	20	Normal	
29	Assist	Normal	Status			20	DoM	
32	Captivate	Normal	Status		100	20	Enemy2	
37	Slash	Normal	Physical	70	100	20	Normal	○
38	Swagger	Normal	Status		90	15	Normal	
45	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES

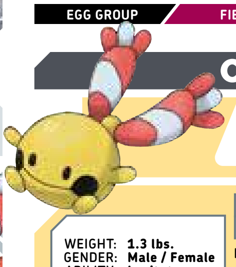
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

CHINGLING

433



PSYCHIC

WEIGHT: 1.3 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: Colbur Berry

HEIGHT: 0'08"

M/F HAVE SAME FORM

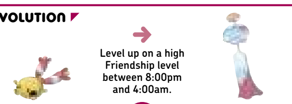


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It emits cries by agitating an orb at the back of its throat. It moves with flouncing hops.

PEARL Each time it hops, it makes a ringing sound. It deafens foes by emitting high-frequency cries.

EVOLUTION



Chingling → Level up on a high Friendship level between 8:00pm and 4:00am. → Chimecho

MAIN METHODS TO OBTAIN

DIAMOND Route 211, Lake Acuity, Lake Valor, Mt. Coronet

PEARL Route 211, Lake Acuity, Lake Valor, Mt. Coronet

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Wrap	Normal	Physical	15	85	20	Normal	○
6	Growl	Normal	Status		100	40	Enemy2	
9	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confusion	Psychic	Special	50	100	25	Normal	
17	Uproar	Normal	Special	50	100	10	Random1	
22	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Disable	Normal	Status		90	20	Normal	
Curse	???	Status			10	Normal/Self	
Hypnosis	Psychic	Status		70	20	Normal	
Dream Eater	Psychic	Special	100	100	15	Normal	
Wish	Normal	Status			10	Self	
Future Sight	Psychic	Special	80	90	15	Normal	
Recover	Normal	Status			10	Self	

STUNKY 434



POISON
DARK

WEIGHT: 42.3 lbs.
GENDER: Male / Female
ABILITY: Stench, Aftermath
ITEMS: Pecha Berry

HEIGHT: 1'04"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It protects itself by spraying a noxious fluid from its rear. The stench lingers for 24 hours.

PEARL It sprays a nose-curling, stinky fluid from its rear to repel attackers.

EVOLUTION



Stunky → LV34 → Skuntank

MAIN METHODS TO OBTAIN

DIAMOND Route 206, Route 214, Route 221

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
4	Poison Gas	Poison	Status		55	40	Normal	
7	Screech	Normal	Status		85	40	Normal	
11	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	SmokeScreen	Normal	Status		100	20	Normal	
20	Toxic	Poison	Status		85	10	Normal	
25	Slash	Normal	Physical	70	100	20	Normal	○
31	Night Slash	Dark	Physical	70	100	15	Normal	○
37	Memento	Dark	Status		100	10	Normal	
44	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Leer	Normal	Status		100	30	Enemy2	
Smog	Poison	Special	20	70	20	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Crunch	Dark	Physical	80	100	15	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○
Punishment	Dark	Physical		100	5	Normal	○

SKUNTANK 435



POISON
DARK

WEIGHT: 83.8 lbs.
GENDER: Male / Female
ABILITY: Stench, Aftermath
ITEMS: Pecha Berry

HEIGHT: 3'03"

M/F HAVE SAME FORM

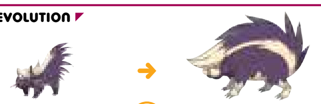


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It sprays a vile-smelling fluid from the tip of its tail to attack. Its range is over 160 feet.

PEARL It sprays a stinky fluid from its tail. The fluid smells worse the longer it is allowed to fester.

EVOLUTION



Stunky → LV34 → Skuntank

MAIN METHODS TO OBTAIN

DIAMOND Route 221.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Focus Energy	Normal	Status			30	Self	
Basic	Poison Gas	Poison	Status		55	40	Normal	
4	Poison Gas	Poison	Status		55	40	Normal	
7	Screech	Normal	Status		85	40	Normal	
11	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	SmokeScreen	Normal	Status		100	20	Normal	
20	Toxic	Poison	Status		85	10	Normal	
25	Slash	Normal	Physical	70	100	20	Normal	○
31	Night Slash	Dark	Physical	70	100	15	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	
41	Memento	Dark	Status		100	10	Normal	
52	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

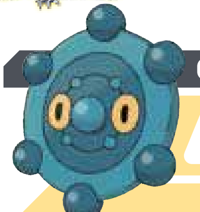
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



BRONZOR 436



STEEL
PSYCHIC

WEIGHT: 133.4 lbs.
GENDER: Unknown
ABILITY: Levitate, Heatproof
ITEMS: Metal Coat

HEIGHT: 1'08"

GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Implements shaped as if it were discovered in ancient tombs. It is unknown if they are related.

PEARL X-ray photos were taken to check its body structure. Nothing appeared, however.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 206.

PEARL Route 206.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Confusion	Psychic	Special	50	100	25	Normal	
7	Hypnosis	Psychic	Status		70	20	Normal	
12	Imprison	Psychic	Status			10	Self	
14	Confuse Ray	Ghost	Status		100	10	Normal	
19	Extrasensory	Psychic	Special	80	100	30	Normal	
26	Iron Defense	Steel	Status			15	Self	
30	Safeguard	Normal	Status			25	Ally2	
35	Gyro Ball	Steel	Physical		100	5	Normal	○
37	Future Sight	Psychic	Special	80	90	15	Normal	
41	Faint Attack	Dark	Physical	60		20	Normal	○
49	Payback	Dark	Physical	50	100	10	Normal	○
52	Heal Block	Psychic	Status		100	15	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM69	Rock Polish	Rock	Status			20	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemey2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

BRONZONG 437



STEEL
PSYCHIC

WEIGHT: 412.3 lbs.
GENDER: Unknown
ABILITY: Levitate, Heatproof
ITEMS: Metal Coat

HEIGHT: 4'03"

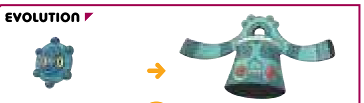
GENDER UNKNOWN

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND One caused a news sensation when it was dug up at a construction site after a 2,000-year sleep.

PEARL It can summon rain clouds. People long ago revered it as the bringer of plentiful harvests.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (2nd time) 2FL.

PEARL Mt. Coronet (2nd time) 2FL.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sunny Day	Fire	Status			5	All	
Basic	Rain Dance	Water	Status			5	All	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Hypnosis	Psychic	Status		70	20	Normal	
Basic	Imprison	Psychic	Status			10	Self	
7	Hypnosis	Psychic	Status		70	20	Normal	
12	Imprison	Psychic	Status			10	Self	
14	Confuse Ray	Ghost	Status		100	10	Normal	
19	Extrasensory	Psychic	Special	80	100	30	Normal	
26	Iron Defense	Steel	Status			15	Self	
30	Safeguard	Normal	Status			25	Ally2	
33	Block	Normal	Status			5	Normal	
38	Gyro Ball	Steel	Physical		100	5	Normal	○
43	Future Sight	Psychic	Special	80	90	15	Normal	
50	Faint Attack	Dark	Physical	60		20	Normal	○
61	Payback	Dark	Physical	50	100	10	Normal	○
67	Heal Block	Psychic	Status		100	15	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemey2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

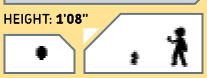


BONSLY 438

ROCK

WEIGHT: 33.1 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Rock Head
ITEMS: None

HEIGHT: 1'08"



M/F HAVE SAME FORM

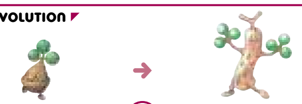


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It looks as if it is always crying. It is actually adjusting its body's fluid levels by eliminating excess.

PEARL It prefers arid environments. It leaks water from its eyes to adjust its body's fluid levels.

EVOLUTION



Bonsly → LV17 → Sudowoodo

MAIN METHODS TO OBTAIN

DIAMOND Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

PEARL Route 209, Route 210

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fake Tears	Dark	Status		100	20	Normal	
Basic	Copycat	Normal	Status			20	DoM	
5	Flail	Normal	Physical		100	15	Normal	○
9	Low Kick	Fighting	Physical		100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	
17	Mimic	Normal	Status			10	Normal	
22	Block	Normal	Status			5	Normal	
25	Faint Attack	Dark	Physical	60		20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	
33	Rock Slide	Rock	Physical	75	90	10	Enemy2	
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM69	Rock Polish	Rock	Status			20	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Selfdestruct	Normal	Physical	200	100	5	Enemy2/Ally1	
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status			30	Self	
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Groung	Physical	15	70	15	Normal	

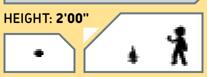


MIME JR. 439

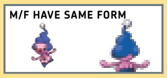
PSYCHIC

WEIGHT: 28.7 lbs.
GENDER: Male / Female
ABILITY: Soundproof, Filter
ITEMS: Leppa Berry

HEIGHT: 2'00"



M/F HAVE SAME FORM

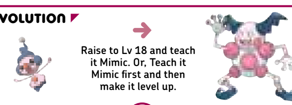


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It habitually mimics foes. Once mimicked, the foe cannot take its eyes off this Pokémon.

PEARL It likes places where people gather. It mimics foes to confuse them, then makes its getaway.

EVOLUTION



Raise to Lv 18 and teach it Mimic. Or, Teach it Mimic first and then make it level up.

Mime Jr. → LV18 → Mr. Mime

MAIN METHODS TO OBTAIN

DIAMOND Route 209, Route 210

PEARL Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tickle	Normal	Status		100	20	Normal	
Basic	Barrier	Psychic	Status			30	Self	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
4	Copycat	Normal	Status			20	DoM	
8	Meditate	Psychic	Status			40	Self	
11	Encore	Normal	Status		100	5	Normal	
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status			10	Normal	
22	Light Screen	Psychic	Status			30	Ally2	
22	Reflect	Psychic	Status			20	Ally2	
25	Psybeam	Psychic	Special	65	100	20	Normal	
29	Substitute	Normal	Status			10	Self	
32	Recycle	Normal	Status			10	Self	
36	Trick	Psychic	Status		100	10	Normal	
39	Psychic	Psychic	Special	90	100	10	Normal	
43	Role Play	Psychic	Status			10	Normal	
46	Baton Pass	Normal	Status			40	Self	
50	Safeguard	Normal	Status			25	Ally2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Future Sight	Psychic	Special	80	90	15	Normal	
Hynosis	Psychic	Status		70	20	Normal	
Mimic	Normal	Status			10	Normal	
Psych Up	Normal	Status			10	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Trick	Psychic	Status		100	10	Normal	
Confuse Ray	Ghost	Status		100	10	Normal	
Wake-up Slap	Fighting	Physical	60	100	10	Normal	○
Teeter Dance	Normal	Status		100	20	Enemy2/Ally1	
Healing Wish	Psychic	Status			10	Self	
Charm	Normal	Status		100	20	Normal	





HAPPINY

440



NORMAL

WEIGHT: 53.8 lbs.
GENDER: Female
ABILITY: Natural Cure, Serene Grace
ITEMS: None

HEIGHT: 2'00"

FEMALE FORM

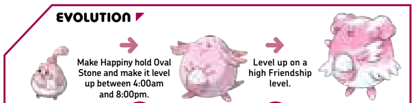


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It loves round white things. It carries an egg-shaped rock in imitation of Chansey.

PEARL It carries a round, egg-shaped rock in its belly pouch and gives the rock to its friends.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Hatch an egg you were given by a hiker in Hearthome City. Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner.)

PEARL Hatch an egg you were given by a hiker in Hearthome City. Trophy Garden in Pokémon Mansion (After obtaining the National Pokédex, go speak to the mansion owner.)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Charm	Normal	Status		100	20	Normal	
5	Copycat	Normal	Status			20	DoM	
9	Refresh	Normal	Status			20	Self	
12	Sweet Kiss	Normal	Status		75	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Present	Normal	Physical		90	15	Normal	
Metronome	Normal	Status			10	DoM	
Heal Bell	Normal	Status			5	All Allies	
Aromatherapy	Grass	Status			5	All Allies	
Substitute	Normal	Status			10	Self	
Counter	Fighting	Physical		100	20	Self	○
Helping Hand	Normal	Status			20	Ally1	
Gravity	Psychic	Status			5	All	
Last Resort	Normal	Physical	130	100	5	Normal	○

CHATOT

441



NORMAL
FLYING

WEIGHT: 4.2 lbs.
GENDER: Male / Female
ABILITY: Keen Eye, Tangled Feet
ITEMS: Metronome

HEIGHT: 1'08"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It can learn and speak human words. If they gather, they all learn the same saying.

PEARL It keeps rhythm by flicking its tail feathers like a metronome. It imitates human speech.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Route 222, Route 224, Trade for Buizel in Eterna City

PEARL Route 222, Route 224, Trade for Buizel in Eterna City

EGG GROUP: FLYING

* Chatot learns a move Chatter. After you've recorded your voice using Nintendo DS microphone, Chatot speaks your recorded voice everytime it uses a move Chatter.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Peck	Flying	Physical	35	100	35	Normal	○
5	Growl	Normal	Status		100	40	Enemy2	
9	Mirror Move	Flying	Status			20	DoM	
13	Sing	Normal	Status		55	15	Normal	
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Chatter	Flying	Special	60	100	20	Normal	
25	Taunt	Dark	Status		100	20	Normal	
29	Mimic	Normal	Status			10	Normal	
33	Roost	Flying	Status			10	Self	
37	Uproar	Normal	Special	50	100	10	Random1	
41	FeatherDance	Flying	Status		100	15	Normal	
45	Hyper Voice	Normal	Special	90	100	10	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
HM05	Defog	Flying	Status			15	Normal	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Encore	Normal	Status		100	5	Normal	
Night Shade	Ghost	Special		100	15	Normal	
Agility	Psychic	Status			30	Self	
Nasty Plot	Dark	Status			20	Self	
Supersonic	Normal	Status		55	20	Normal	



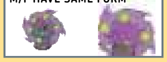
SPIRITOMB 442

GHOST
DARK

WEIGHT: 238.1 lbs.
GENDER: Male / Female
ABILITY: Pressure
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that was formed by 108 spirits. It is bound to a fissure in an odd keystone.

PEARL It was bound to a fissure in an Odd Keystone as punishment for misdeeds 500 years ago.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Broken Stone Tower on Route 209.

PEARL Broken Stone Tower on Route 209.

* After you've put the Odd Keystone on the Broken Stone Tower and turned it into the Hallowed Tower, go greet 32 people in the Underground. And then touch the Hallowed Tower and press A Button. Spiritomb will appear.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Curse	???	Status			10	Normal/Self	
Basic	Pursuit	Dark	Physical	40	100	20	Normal	○
Basic	Confuse Ray	Ghost	Status		100	10	Normal	
Basic	Spite	Ghost	Status		100	10	Normal	
Basic	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
7	Faint Attack	Dark	Physical	60		20	Normal	○
13	Hypnosis	Psychic	Status		70	20	Normal	
19	Dream Eater	Psychic	Special	100	100	15	Normal	
25	Ominous Wind	Ghost	Special	60	100	5	Normal	
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Nasty Plot	Dark	Status			20	Self	
43	Memento	Dark	Status		100	10	Normal	
49	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Destiny Bond	Ghost	Status			5	Self	
Pain Split	Normal	Status			20	Normal	
SmokeScreen	Normal	Status		100	20	Normal	
Imprison	Psychic	Status			10	Self	
Grudge	Ghost	Status			5	Self	
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○



GIBLE 443

DRAGON
GROUND

WEIGHT: 45.2 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: Haban Berry

HEIGHT: 2'04"

MALE FORM / FEMALE FORM

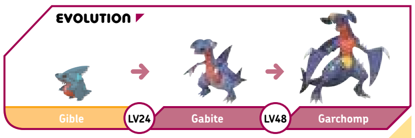


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.

PEARL It once lived in the tropics. To avoid the cold, it lives in caves warmed by geothermal heat.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Wayward Cave B1.

PEARL Wayward Cave B1.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
3	Sand-Attack	Ground	Status		100	15	Normal	
7	Dragon Rage	Dragon	Special		100	10	Normal	
13	Sandstorm	Rock	Status			10	All	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	
25	Slash	Normal	Physical	70	100	20	Normal	○
27	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
31	Dig	Ground	Physical	80	100	10	Normal	○
37	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Special			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
DragonBreath	Dragon	Special	60	100	20	Normal	
Outrage	Dragon	Physical	120	100	15	Random1	○
Twister	Dragon	Special	40	100	20	Enemy2	
Scary Face	Normal	Status		90	10	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	Random1	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	
Body Slam	Normal	Physical	85	100	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○

GABITE 444



DRAGON / GROUND

WEIGHT: 123.5 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: None

HEIGHT: 4'07"

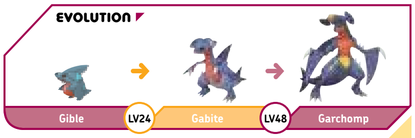


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND There is a long-held belief that medicine made from its scales will heal even incurable illnesses.

PEARL It habitually digs up and hoards gems in its nest. Its loot is constantly targeted by thieves.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Gible level up to Lv24.
PEARL Make Gible level up to Lv24.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
3	Sand-Attack	Ground	Status		100	15	Normal	
7	Dragon Rage	Dragon	Special		100	10	Normal	
13	Sandstorm	Rock	Status			10	All	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
49	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Special			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

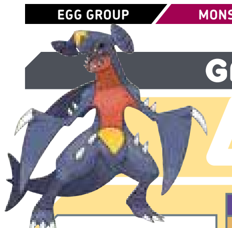
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.

GARCHOMP 445



DRAGON / GROUND

WEIGHT: 209.4 lbs.
GENDER: Male / Female
ABILITY: Sand Veil
ITEMS: None

HEIGHT: 6'03"

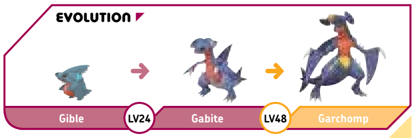


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND When it folds up its body and extends its wings, it looks like a jet plane. It flies at sonic speed.

PEARL It flies at speeds equal to a jet fighter plane. It never allows its prey to escape.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Gabite level up to Lv48.
PEARL Make Gabite level up to Lv48.

EGG GROUP: MONSTER / DRAGON

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Dragon Rage	Dragon	Special		100	10	Normal	
Basic	Sandstorm	Rock	Status			10	All	
3	Sand-Attack	Ground	Status		100	15	Normal	
7	Dragon Rage	Dragon	Special		100	10	Normal	
13	Sandstorm	Rock	Status			10	All	
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
48	Crunch	Dark	Physical	80	100	15	Normal	○
55	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Special			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.



MUNCHLAX

446

NORMAL

WEIGHT: 231.5 lbs.
GENDER: Male / Female
ABILITY: Pickup, Thick Fat
ITEMS: Leftovers

HEIGHT: 2'00"

M/F HAVE SAME FORM

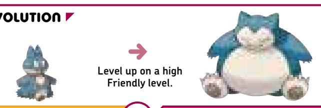


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It wolfs down its weight in food once a day, swallowing food whole with almost no chewing.

PEARL It hides food under its long body hair. However, it forgets it has hidden the food.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Put Honey on a Honey Tree.

PEARL Put Honey on a Honey Tree.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Metronome	Normal	Status			10	DoM	
Basic	Odor Sleuth	Normal	Status			40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status			40	Self	
9	Amnesia	Psychic	Status			20	Self	
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Recycle	Normal	Status			10	Self	
20	Screech	Normal	Status		85	40	Normal	
25	Stockpile	Normal	Status			20	Self	
28	Swallow	Normal	Status			10	Self	
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Fling	Dark	Physical		100	10	Normal	
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Natural Gift	Normal	Physical		100	15	Normal	
49	Last Resort	Normal	Physical	130	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Charm	Normal	Status		100	20	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Curse	???	Status			10	Normal/Self	
Substitute	Normal	Status			10	Self	
Whirlwind	Normal	Status		100	20	Normal	
Pursuit	Dark	physical	40	100	20	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○



RIOLU

447

FIGHTING

WEIGHT: 44.5 lbs.
GENDER: Male / Female
ABILITY: Steadfast, Inner Focus
ITEMS: None

HEIGHT: 2'04"

M/F HAVE SAME FORM

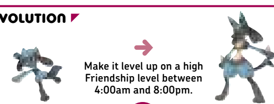


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The aura that eminates from its body intensifies to alert others if it is afraid or sad.

PEARL Its body is lithe yet powerful. It can crest three mountains and cross two canyons in one night.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Hatch an Egg that you were given by Riley on Iron Island.

PEARL Hatch an Egg that you were given by Riley on Iron Island.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
Basic	Endure	Normal	Status			10	Self	
6	Counter	Fighting	Physical		100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	
19	Reversal	Fighting	Physical		100	15	Normal	○
24	Screech	Normal	Status		85	40	Normal	
29	Copycat	Normal	Status			20	DoM	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

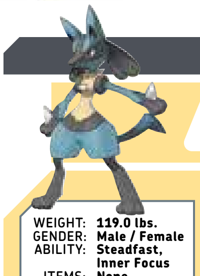
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Detect	Fighting	Status			5	Self	
Bite	Dark	Physical	60	100	25	Normal	○
Mind Reader	Normal	Status			5	Normal	
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Agility	Psychic	Status			30	Self	
Vacuum Wave	Fighting	Special	40	100	30	Normal	
Crunch	Dark	Physical	80	100	15	Normal	○
Low Kick	Fighting	Physical		100	20	Normal	○
Iron Defense	Steel	Status			15	Self	
Blaze Kick	Fire	Physical	85	90	10	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○









LUCARIO

448

FIGHTING
STEEL

WEIGHT: 119.0 lbs.
GENDER: Male / Female
ABILITY: Steadfast, Inner Focus
ITEMS: None

HEIGHT: 3'11"

M/F HAVE SAME FORM

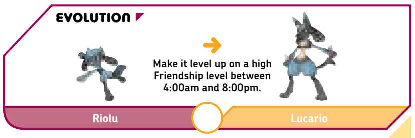


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the ability to sense the auras of all things. It understands human speech.

PEARL By catching the aura emanating from others, it can read their thoughts and movements.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Riolu level up on a high Friendship level between 4:00am and 8:00pm.

PEARL Make Riolu level up on a high Friendship level between 4:00am and 8:00pm.

EGG GROUP: FIELD / HUMAN-LIKE



LEARNED ATTACKS

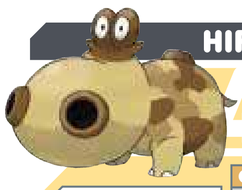
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Dark Pulse	Dark	Special	80	100	15	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
Basic	Detect	Fighting	Status			5	Self	
Basic	Metal Claw	Steel	Physical	50	95	35	Normal	○
6	Counter	Fighting	Physical		100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	
19	Bone Rush	Ground	Physical	25	80	10	Normal	
24	Metal Sound	Steel	Status		85	40	Normal	
29	Me First	Normal	Status			20	DoM	
33	Swords Dance	Normal	Status			30	Self	
37	Aura Sphere	Fighting	Special	90		20	Normal	
42	Close Combat	Fighting	Physical	120	100	5	Normal	○
47	Dragon Pulse	Dragon	Special	90	100	10	Normal	
51	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



HIPPOPOTAS

449

GROUND

WEIGHT: 109.1 lbs.
GENDER: Male / Female
ABILITY: Sand Stream
ITEMS: None

HEIGHT: 2'07"

MALE FORM

FEMALE FORM

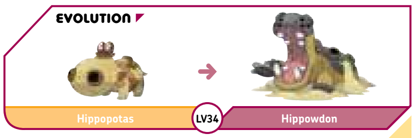


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives in arid places. Instead of perspiration, it expels grainy sand from its body.

PEARL It enshrouds itself with sand to protect itself from germs. It does not enjoy getting wet.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Ruin Maniac Cave

PEARL Ruin Maniac Cave

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Yawn	Normal	Status			10	Normal	
19	Take Down	Normal	Physical	90	85	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	
31	Crunch	Dark	Physical	80	100	15	Normal	○
37	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
50	Fissure	Ground	Physical		30	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special		100	10	Normal	
Curse	???	Status			10	Normal/Self	
Slack Off	Normal	Status			10	Self	
Body Slam	Normal	Physical	85	100	15	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	

HIPPOWDON 450



GROUND

WEIGHT: 661.4 lbs.
GENDER: Male / Female
ABILITY: Sand Stream
ITEMS: None

HEIGHT: 6'07"

MALE FORM / FEMALE FORM

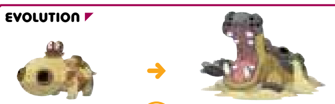


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It blasts internally stored sand from ports on its body to create a towering twister for attack.

PEARL Its huge mouth is almost seven feet across. It has enough power to completely crush a car.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 228
PEARL Route 228

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Yawn	Normal	Status			10	Normal	
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Yawn	Normal	Status			10	Normal	
19	Take Down	Normal	Physical	90	85	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	
31	Crunch	Dark	Physical	80	100	15	Normal	○
40	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
60	Fissure	Ground	Physical		30	5	Normal	

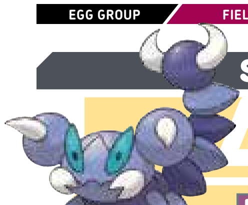
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

SKORUPI 451



POISON
BUG

WEIGHT: 26.5 lbs.
GENDER: Male / Female
ABILITY: Battle Armor, Sniper
ITEMS: Poison Barb

HEIGHT: 2'07"

M/F HAVE SAME FORM

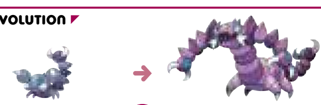


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It grips prey with its tail claws and injects poison. It tenaciously hangs on until the poison takes.

PEARL It lives in arid lands. It buries itself in sand and lies in wait for unsuspecting prey.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh.
PEARL Pastoria Great Marsh.

EGG GROUP: BUG / WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
6	Leer	Normal	Status		100	30	Enemy2	
12	Pin Missile	Bug	Physical	14	85	20	Normal	
17	Acupressure	Normal	Status			30	Ally1	
23	Knock Off	Dark	Physical	20	100	20	Normal	○
28	Scary Face	Normal	Status		90	10	Normal	
34	Toxic Spikes	Poison	Status			20	Enemy2	
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Crunch	Dark	Physical	80	100	15	Normal	○
50	Cross Poison	Poison	Physical	70	100	20	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

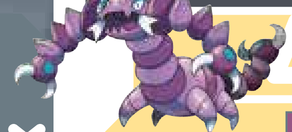
EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Faint Attack	Dark	Physical	60		20	Normal	○
Screech	Normal	Status		85	40	Normal	
Sand-Attack	Ground	Status		100	15	Normal	
Slash	Normal	Physical	70	100	20	Normal	○
Confuse Ray	Ghost	Status		100	10	Normal	
Whirlwind	Normal	Status		100	20	Normal	
Agility	Psychic	Status			30	Self	
Pursuit	Dark	Physical	40	100	20	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○



DRAPION

452



POISON
DARK

WEIGHT: 135.6 lbs.
GENDER: Male / Female
ABILITY: Battle Armor, Sniper
ITEMS: Poison Barb

HEIGHT: 4'03"

M/F HAVE SAME FORM

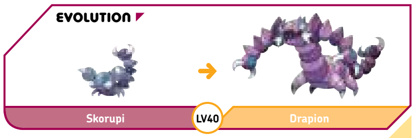


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the power in its clawed arms to make scrap of a car. The tips of its claws release poison.

PEARL Its body is encased in a sturdy shell. Its head rotates 180 degrees, eliminating blind spots.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

EGG GROUP | BUG | WATER 3

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Bite	Dark	Physical	60	100	25	Normal	○
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Pin Missile	Bug	Physical	14	85	20	Normal	
6	Leer	Normal	Status		100	30	Enemy2	
12	Pin Missile	Bug	Physical	14	85	20	Normal	
17	Acupressure	Normal	Status			30	Ally1	
23	Knock Off	Dark	Physical	20	100	20	Normal	○
28	Scary Face	Normal	Status		90	10	Normal	
34	Toxic Spikes	Poison	Status			20	Enemy2	
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○
58	Cross Poison	Poison	Physical	70	100	20	Normal	○

BATTLE MOVES

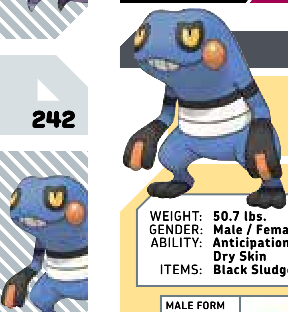
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

CROAGUNK

453



POISON
FIGHTING

WEIGHT: 50.7 lbs.
GENDER: Male / Female
ABILITY: Anticipation, Dry Skin
ITEMS: Black Sludge

HEIGHT: 2'04"

MALE FORM

FEMALE FORM

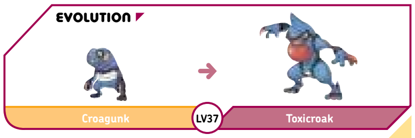


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its cheeks hold poison sacs. It tries to catch foes off guard to jab them with toxic fingers.

PEARL Inflating its poison sacs, it makes an eerie blubbering sound for intimidation.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh, Iron Island (B2F), Mt. Coronet 1FL, Veilstone City, Lake Valor

PEARL Pastoria Great Marsh, Iron Island (B2F), Mt. Coronet 1FL, Veilstone City, Lake Valor

EGG GROUP | HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Mud-Slap	Ground	Special	20	100	10	Normal	
8	Poison Sting	Poison	Physical	15	100	35	Normal	
10	Taunt	Dark	Status		100	20	Normal	
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60		20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status		90	15	Normal	
29	Mud Bomb	Ground	Special	65	85	10	Normal	
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status			20	Self	
38	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Sludge Bomb	Poison	Special	90	100	10	Normal	
45	Flatter	Dark	Status		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Me First	Normal	Status			20	DoM	
Feint	Normal	Physical	50	100	10	Normal	
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	
Meditate	Psychic	Status			40	Self	
Fake Out	Normal	Physical	40	100	10	Normal	○
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○

TOXICROAK

454



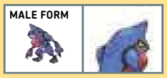
POISON
FIGHTING

WEIGHT: 97.9 lbs.
GENDER: Male / Female
ABILITY: Anticipation, Dry Skin
ITEMS: Black Sludge

HEIGHT: 4'03"



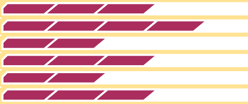
MALE FORM



FEMALE FORM



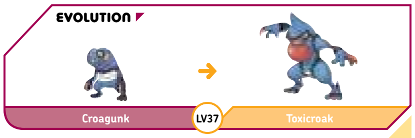
HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED



DIAMOND Its knuckle claws secrete a toxin so vile that even a scratch could prove fatal.

PEARL The toxin made in its poison sacs is pumped to the knuckle claws through tubes down its arms.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh (After obtaining the National Pokédex)

PEARL Pastoria Great Marsh (After obtaining the National Pokédex)

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Mud-Slap	Ground	Special	20	100	10	Normal	
Basic	Poison Sting	Poison	Physical	15	100	35	Normal	
3	Mud-Slap	Ground	Special	20	100	10	Normal	
8	Poison Sting	Poison	Physical	15	100	35	Normal	
10	Taunt	Dark	Status		100	20	Normal	
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60		20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status		90	15	Normal	
29	Mud Bomb	Ground	Special	65	85	10	Normal	
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status			20	Self	
41	Poison Jab	Poison	Physical	80	100	20	Normal	○
49	Sludge Bomb	Poison	Special	90	100	10	Normal	
54	Flatter	Dark	Status		100	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

CARNIVINE

455



GRASS

WEIGHT: 59.5 lbs.
GENDER: Male / Female
ABILITY: Levitate
ITEMS: None

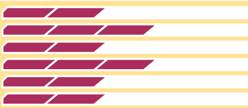
HEIGHT: 4'07"



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED



DIAMOND It attracts prey with its sweet smelling saliva, then chomps down. It takes a whole day to eat prey.

PEARL Hanging from branches using its tentacles, it looks like a plant. It awaits prey, mouth wide open.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Pastoria Great Marsh.

PEARL Pastoria Great Marsh.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bind	Normal	Physical	15	75	20	Normal	○
Basic	Growth	Normal	Status			40	Self	
7	Bite	Dark	Physical	60	100	25	Normal	○
11	Vine Whip	Grass	Physical	35	100	15	Normal	○
17	Sweet Scent	Normal	Status		100	20	Enemy2	
21	Ingrain	Grass	Status			20	Self	
27	Faint Attack	Dark	Physical	60		20	Normal	○
31	Stockpile	Normal	Status			20	Self	
31	Spit Up	Normal	Special		100	10	Normal	
31	Swallow	Normal	Status			10	Self	
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Wring Out	Normal	Special		100	5	Normal	○
47	Power Whip	Grass	Physical	120	85	10	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Sleep Powder	Grass	Status		75	15	Normal	
Stun Spore	Grass	Status		75	30	Normal	
Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Slam	Normal	Physical	80	75	20	Normal	○
Synthesis	Grass	Status			5	Self	
Magical Leaf	Grass	Special	60		20	Normal	
Leech Seed	Grass	Status		90	10	Normal	
Worry Seed	Grass	Status		100	10	Normal	





FINNEON 456



WATER

WEIGHT: 15.4 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Storm Drain
ITEMS: Rindo Berry

HEIGHT: 1'04"

MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND After long exposure to sunlight, the patterns on its tail fins shine vividly when darkness arrives.

PEARL The way its two tail fins flutter while it swims has earned it the nickname Beautifly of the Sea.

EVOLUTION



Finneon → (LV31) → Lumineon

MAIN METHODS TO OBTAIN

DIAMOND Route 205 on Floaroma Town side, Route 218, Route 219, Route 221, Canalave City (Good Rod)

PEARL Route 205 on Floaroma Town side, Route 218, Route 219, Route 221, Canalave City (Good Rod)

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	
10	Attract	Normal	Status		100	15	Normal	
13	Rain Dance	Water	Status			5	All	
17	Gust	Flying	Special	40	100	35	Normal	
22	Water Pulse	Water	Special	60	100	20	Normal	
26	Captivate	Normal	Status		100	20	Enemy2	
29	Safeguard	Normal	Status			25	Ally2	
33	Aqua Ring	Water	Status			20	Self	
38	Whirlpool	Water	Special	15	70	15	Normal	
42	U-turn	Bug	Physical	70	100	20	Normal	○
45	Bounce	Flying	Physical	85	85	5	Normal	○
49	Silver Wind	Bug	Special	60	100	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Sweet Kiss	Normal	Status		75	10	Normal	
Charm	Normal	Status		100	20	Normal	
Flail	Normal	Physical		100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Splash	Normal	Status			40	Self	
Psybeam	Psychic	Special	65	100	20	Normal	
Tickle	Normal	Status		100	20	Normal	
Agility	Psychic	Status			30	Self	

LUMINEON 457



WATER

WEIGHT: 52.9 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Storm Drain
ITEMS: Rindo Berry

HEIGHT: 3'11"

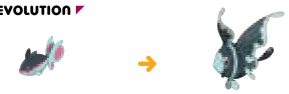
MALE FORM | FEMALE FORM

HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives on the deep-sea floor. It attracts prey by flashing the patterns on its four tail fins.

PEARL To avoid detection by predators, it crawls along the seafloor using the two fins on its chest.

EVOLUTION



Finneon → (LV31) → Lumineon

MAIN METHODS TO OBTAIN

DIAMOND Route 205 on Floaroma Town side, Route 218, Route 219, Route 221, Canalave City (Super Rod)

PEARL Route 205 on Floaroma Town side, Route 218, Route 219, Route 221, Canalave City (Super Rod)

EGG GROUP: WATER 2

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Pound	Normal	Physical	40	100	35	Normal	○
Basic	Water Gun	Water	Special	40	100	25	Normal	
Basic	Attract	Normal	Status		100	15	Normal	
6	Water Gun	Water	Special	40	100	25	Normal	
10	Attract	Normal	Status		100	15	Normal	
13	Rain Dance	Water	Status			5	All	
17	Gust	Flying	Special	40	100	35	Normal	
22	Water Pulse	Water	Special	60	100	20	Normal	
26	Captivate	Normal	Status		100	20	Enemy2	
29	Safeguard	Normal	Status			25	Ally2	
35	Aqua Ring	Water	Status			20	Self	
42	Whirlpool	Water	Special	15	70	15	Normal	
48	U-turn	Bug	Physical	70	100	20	Normal	○
53	Bounce	Flying	Physical	85	85	5	Normal	○
59	Silver Wind	Bug	Special	60	100	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM05	Defog	Flying	Status			15	Normal	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

MANTYKE 458

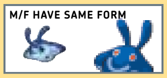


WATER
FLYING

WEIGHT: 143.3 lbs.
GENDER: Male / Female
ABILITY: Swift Swim, Water Absorb
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A friendly Pokémon that captures the subtle flows of seawater using its two antennae.

PEARL Scientists discovered that the distinctive patterns on its back differ by region.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 223 (On water), Sunnyshore City (On water)

PEARL Route 223 (On water), Sunnyshore City (On water)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Bubble	Water	Special	20	100	30	Enemy2	
4	Supersonic	Normal	Status		55	20	Normal	
10	BubbleBeam	Water	Special	65	100	20	Normal	
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status			30	Self	
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status		100	10	Normal	
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status			20	Self	
49	Hydro Pump	Water	Special	120	80	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Twister	Dragon	Special	40	100	20	Enemy2	
Hydro Pump	Water	Special	120	80	5	Normal	
Haze	Ice	Status			30	All	
Slam	Normal	Physical	80	75	20	Normal	○
Mud Sport	Ground	Status			15	All	
Rock Slide	Rock	Physical	75	90	10	Enemy2	
Mirror Coat	Psychic	Special		100	20	Self	
Water Sport	Water	Status			15	All	
Splash	Normal	Status			40	Self	
Signal Beam	Bug	Special	75	100	15	Normal	

SNOVER 459



GRASS
ICE

WEIGHT: 111.3 lbs.
GENDER: Male / Female
ABILITY: Snow Warning
ITEMS: Nevermelt Ice

HEIGHT: 3'03"

MALE FORM



FEMALE FORM

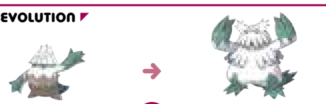


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.

PEARL In the spring, it grows berries with the texture of frozen treats around its belly.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Route 216, Route 217, Acuity Lakefront, Mt. Coronet

PEARL Route 216, Route 217, Acuity Lakefront, Mt. Coronet

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
5	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
9	Icy Wind	Ice	Special	55	95	15	Enemy2	
13	Grasswhistle	Grass	Status		55	15	Normal	
17	Swagger	Normal	Status		90	15	Normal	
21	Mist	Ice	Status			30	Ally2	
26	Ice Shard	Ice	Physical	40	100	30	Normal	
31	Ingrain	Grass	Status			20	Self	
36	Wood Hammer	Grass	Physical	120	100	15	Normal	○
41	Blizzard	Ice	Special	120	70	5	Enemy2	
46	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

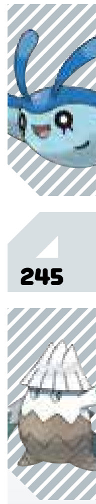
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	All	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Leech Seed	Grass	Status		90	10	Normal	
Magical Leaf	Grass	Special	60		20	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	
Growth	Normal	Status			40	Self	
Double-Edge	Normal	Physical	120	100	15	Normal	○
Mist	Ice	Status			30	Ally2	
Stomp	Normal	Physical	65	100	20	Normal	○





ABOMASNOW

460



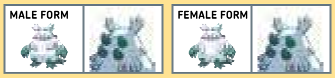
GRASS
ICE

WEIGHT: 298.7 lbs.
GENDER: Male / Female
ABILITY: Snow Warning
ITEMS: Nevermelt Ice

HEIGHT: 7'03"



MALE FORM | FEMALE FORM

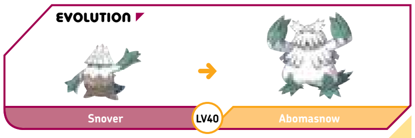


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It whips up blizzards in mountains that are always buried in snow. It is the abominable snowman.

PEARL It blankets wide areas in snow by whipping up blizzards. It is also known as The Ice Monster.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Mt. Coronet (2nd time) Summit (1)

PEARL Mt. Coronet (2nd time) Summit (1)

EGG GROUP: MONSTER / GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ice Punch	Ice	Physical	75	100	15	Normal	○
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
Basic	Icy Wind	Ice	Special	55	95	15	Enemy2	
5	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
9	Icy Wind	Ice	Special	55	95	15	Enemy2	
13	GrassWhistle	Grass	Status		55	15	Normal	
17	Swagger	Normal	Status		90	15	Normal	
21	Mist	Ice	Status			30	Ally2	
26	Ice Shard	Ice	Physical	40	100	30	Normal	
31	Ingrain	Grass	Status			20	Self	
36	Wood Hammer	Grass	Physical	120	100	15	Normal	○
47	Blizzard	Ice	Special	120	70	5	Enemy2	
58	Sheer Cold	Ice	Special		30	5	Normal	

BATTLE MOVES

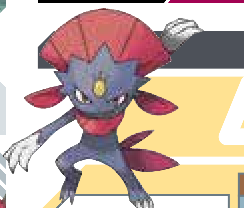
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	All	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

WEAVILE

461



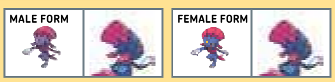
DARK
ICE

WEIGHT: 75.0 lbs.
GENDER: Male / Female
ABILITY: Pressure
ITEMS: None

HEIGHT: 3'07"



MALE FORM | FEMALE FORM

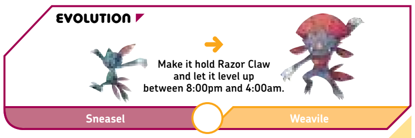


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND They live in cold regions, forming groups of four or five that hunt prey with impressive coordination.

PEARL It sends signals to others by carving odd patterns in frost-covered trees and ice.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Sneasel hold Razor Claw and let it level up between 8:00pm and 4:00am.

PEARL Make Sneasel hold Razor Claw and let it level up between 8:00pm and 4:00am.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Embargo	Dark	Status		100	15	Normal	
Basic	Revenge	Fighting	Physical	60	100	10	Normal	○
Basic	Assurance	Dark	Physical	50	100	10	Normal	○
Basic	Scratch	Normal	Physical	40	100	35	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Taunt	Dark	Status		100	20	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status		85	40	Normal	
14	Faint Attack	Dark	Physical	60		20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Nasty Plot	Dark	Status			20	Self	
28	Icy Wind	Ice	Special	55	95	15	Enemy2	
35	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Fling	Dark	Physical		100	10	Normal	
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Dark Pulse	Dark	Special	80	100	15	Normal	

BATTLE MOVES

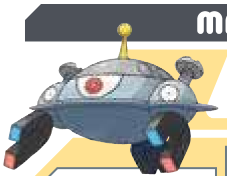
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
TM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MAGNEZONE

462



ELECTRIC
STEEL

WEIGHT: 396.8 lbs.
GENDER: Unknown
ABILITY: Magnet Pull, Sturdy
ITEMS: None

HEIGHT: 3'11"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It evolved from exposure to a special magnetic field. Three units generate magnetism.

PEARL It evolved from exposure to a special magnetic field. Three units generate magnetism.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Magneton level up to Lv30 in Mt. Coronet.

PEARL Make Magneton level up to Lv30 in Mt. Coronet.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Mirror Coat	Psychic	Special		100	20	Self	
Basic	Barrier	Psychic	Status			30	Self	
Basic	Metal Sound	Steel	Status		85	40	Normal	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Supersonic	Normal	Status		55	20	Normal	
6	ThunderShock	Electric	Special	40	100	30	Normal	
11	Supersonic	Normal	Status		55	20	Normal	
14	SonicBoom	Normal	Special		90	20	Normal	
17	Thunder Wave	Electric	Status		100	20	Normal	
22	Spark	Electric	Physical	65	100	20	Normal	○
27	Lock-On	Normal	Status			5	Normal	
30	Magnet Bomb	Steel	Physical	60		20	Normal	
34	Screech	Normal	Status		85	40	Normal	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
46	Mirror Shot	Steel	Special	65	85	10	Normal	
50	Magnet Rise	Electric	Status			10	Self	
54	Gyro Ball	Steel	Physical		100	5	Normal	○
60	Zap Cannon	Electric	Special	120	50	5	Normal	

BATTLE MOVES

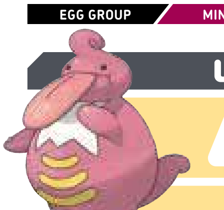
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enem2/Ally1	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	

LICKILICKY

463

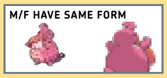


NORMAL

WEIGHT: 308.6 lbs.
GENDER: Male / Female
ABILITY: Own Tempo, Oblivious
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM

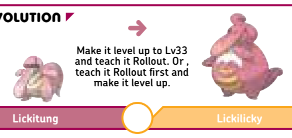


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It wraps things with its extensible tongue. Getting too close to it will leave you soaked with drool.

PEARL It wraps things with its extensible tongue. Getting too close to it will leave you soaked with drool.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Teach a Lickitung the move Rollout and let it level up to Lv33 or higher.

PEARL Teach a Lickitung the move Rollout and let it level up to Lv33 or higher.

EGG GROUP: MONSTER

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Lick	Ghost	Physical	20	100	30	Normal	○
5	Supersonic	Normal	Status		55	20	Normal	
9	Defense Curl	Normal	Status			40	Self	
13	Knock Off	Dark	Physical	20	100	20	Normal	○
17	Wrap	Normal	Physical	15	85	20	Normal	○
21	Stomp	Normal	Physical	65	100	20	Normal	○
25	Disable	Normal	Status		80	20	Normal	
29	Slam	Normal	Physical	80	75	20	Normal	○
33	Rollout	Rock	Physical	30	90	20	Normal	○
37	Me First	Normal	Status			20	DoM	
41	Refresh	Normal	Status			20	Self	
45	Screech	Normal	Status		85	40	Normal	
49	Power Whip	Grass	Physical	120	85	10	Normal	○
53	Wring Out	Normal	Special		100	5	Normal	○
57	Gyro Ball	Steel	Physical		100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM74	Gyro Ball	Steel	Physical		100	5	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



RHYPERIOR

464



GROUND
ROCK

WEIGHT: 623.5 lbs.
GENDER: Male / Female
ABILITY: Lightningrod, Solid Rock
ITEMS: None

HEIGHT: 7'10"

MALE FORM



FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

PEARL It puts rocks in holes in its palms and uses its muscles to shoot them. Geodude are shot at rare times.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Rhydon hold Protector and trade it.

PEARL Make Rhydon hold Protector and trade it.

EGG GROUP: MONSTER / FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Poison Jab	Poison	Physical	80	100	20	Normal	○
Basic	Horn Attack	Normal	Physical	65	100	25	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Stomp	Normal	Physical	65	100	20	Normal	○
Basic	Fury Attack	Normal	Physical	15	85	20	Normal	○
9	Stomp	Normal	Physical	65	100	20	Normal	○
13	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Scary Face	Normal	Status		90	10	Normal	
25	Rock Blast	Rock	Physical	25	80	10	Normal	
33	Take Doen	Normal	Physical	90	85	20	Normal	○
37	Horn Drill	Normal	Physical		30	5	Normal	○
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
45	Stone Edge	Rock	Physical	100	80	5	Normal	
49	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
57	Megahorn	Bug	Physical	120	85	10	Normal	○
61	Rock Wrecker	Rock	Physical	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	159	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status			30	Self	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○





TANGROWTH

465



GRASS

WEIGHT: 283.5 lbs.
GENDER: Male / Female
ABILITY: Cholorphyll, Leaf Guard
ITEMS: None

HEIGHT: 6'07"

MALE FORM



FEMALE FORM

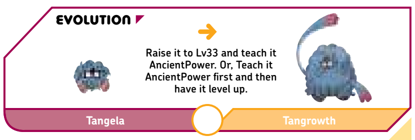


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

PEARL It ensnares prey by extending arms made of vines. Losing arms to predators does not trouble it.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Teach a Tangela the move AncientPower and let it level up to Lv33 or higher.

PEARL Teach a Tangela the move AncientPower and let it level up to Lv33 or higher.

EGG GROUP: GRASS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ingrain	Grass	Status			20	Self	
Basic	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status		75	15	Normal	
8	Absorb	Grass	Special	20	100	25	Normal	
12	Growth	Normal	Status			40	Self	
15	PoisonPowder	Poison	Status		75	35	Normal	
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	
29	Stun Spore	Grass	Status		75	30	Normal	
33	AncientPower	Rock	Special	60	100	5	Normal	
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical		100	15	Normal	
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status		100	20	Normal	
50	Wring Out	Normal	Special		100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○
57	Block	Normal	Status			5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



ELECTIVIRE

466

ELECTRIC

WEIGHT: **305.6 lbs.**
GENDER: **Male / Female**
ABILITY: **Motor Drive**
ITEMS: **None**

HEIGHT: **5'11"**



M/F HAVE SAME FORM

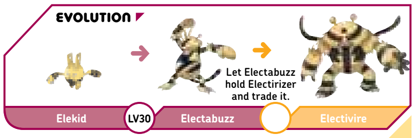


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.

PEARL It pushes the tips of its two tails against the foe, then lets loose with over 20,000 volts of power.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Electabuzz hold Electirizer and trade it.

PEARL Make Electabuzz hold Electirizer and trade it.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Low Kick	Fighting	Physical		100	20	Normal	○
7	ThunderShock	Electric	Special	40	100	30	Normal	
10	Low Kick	Fighting	Physical		100	20	Normal	○
16	Swift	Normal	Special	60		20	Enemy2	
19	Shock Wave	Electric	Special	60		20	Normal	
25	Light Screen	Psychic	Status			30	Ally2	
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
43	Thunderbolt	Electric	Special	95	100	15	Normal	
52	Screech	Normal	Status		85	40	Normal	
58	Thunder	Electric	Special	120	70	10	Normal	
67	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



MAGMORTAR

467

FIRE

WEIGHT: **149.9 lbs.**
GENDER: **Male / Female**
ABILITY: **Flame Body**
ITEMS: **None**

HEIGHT: **5'03"**



M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It blasts fireballs of over 3,600 degrees F from the ends of its arms. It lives in volcanic craters.

PEARL It blasts fireballs of over 3,600 degrees F from the ends of its arms. It lives in volcanic craters.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Magmar hold Magmarizer and trade it.

PEARL Make Magmar hold Magmarizer and trade it.

EGG GROUP: HUMAN-LIKE

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Smog	Poison	Special	20	70	20	Normal	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Ember	Fire	Special	40	100	25	Normal	
Basic	SmokeScreen	Normal	Status		100	20	Normal	
7	Ember	Fire	Special	40	100	25	Normal	
10	SmokeScreen	Normal	Status		100	20	Normal	
16	Faint Attack	Dark	Physical	60		20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	
25	Confuse Ray	Ghost	Status		100	10	Normal	
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
37	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
43	Flamethrower	Fire	Special	95	100	15	Normal	
52	Sunny Day	Fire	Status			5	All	
58	Fire Blast	Fire	Special	120	85	5	Normal	
67	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

TOGEKISS 468



NORMAL
FLYING

WEIGHT: 83.8 lbs.
GENDER: Male / Female
ABILITY: Hustle, Serene Grace
ITEMS: None

HEIGHT: 4'11"

M/F HAVE SAME FORM

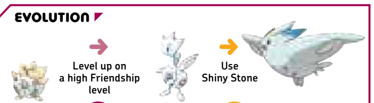


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It will never appear where there is strife. Its sightings have become rare recently.

PEARL It will never appear where there is strife. Its sightings have become rare recently.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Shiny Stone on Togetic.

PEARL Use Shiny Stone on Togetic

EGG GROUP: FLYING, FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Sky Attack	Flying	Physical	140	90	5	Normal	
Basic	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○
Basic	Aura Sphere	Fighting	Special	90		20	Normal	
Basic	Air Slash	Flying	Special	75	95	20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM51	Roost	Flying	Status			10	Self	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Siver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

YANMEGA 469



BUG
FLYING

WEIGHT: 113.5 lbs.
GENDER: Male / Female
ABILITY: Speed Boost, Tinted Lens
ITEMS: None

HEIGHT: 6'03"

M/F HAVE SAME FORM

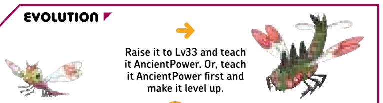


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND By churning its wings, it creates shock waves that inflict critical internal injuries to foes.

PEARL By churning its wings, it creates shock waves that inflict critical internal injuries to foes.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Teach Yanma the move AncientPower and let it level up to Lv33 or higher.

PEARL Teach Yanma the move AncientPower and let it level up to Lv33 or higher.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Night Slash	Dark	Physical	70	100	15	Normal	○
Basic	Bug Bite	Bug	Physical	60	100	20	Normal	○
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Foresight	Normal	Status			40	Normal	
Basic	Quick Attack	Normal	Physical	40	100	30	Normal	○
Basic	Double Team	Normal	Status			15	Self	
6	Quick Attack	Normal	Physical	40	100	30	Normal	○
11	Double Team	Normal	Status			15	Self	
14	SonicBoom	Normal	Special		90	20	Normal	
17	Detect	Fighting	Status			5	Self	
22	Supersonic	Normal	Status		55	20	Normal	
27	Uproar	Normal	Special	50	100	10	Random1	
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	
38	Slash	Normal	Physical	70	100	20	Normal	○
43	Screech	Normal	Status		85	40	Normal	
46	U-turn	Bug	Physical	70	100	20	Normal	○
49	Air Slash	Flying	Special	75	95	20	Normal	
54	Bug Buzz	Bug	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM58	Endure	Normal	Status			10	Self	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM05	Defog	Flying	Status			15	Normal	



LEAFEON 470

GRASS

WEIGHT: 56.2 lbs.
GENDER: Male / Female
ABILITY: Leaf Guard
ITEMS: None

HEIGHT: 3'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

PEARL Just like a plant, it uses photosynthesis. As a result, it is always enveloped in clear air.

EVOLUTION

Eevee p.080 · Vaporeon(1) p.080 · Jolteon(2) p.081 · Flareon(3) p.081 · Espeon(4) p.111 · Umbreon(5) p.112 · Leafeon(6) p.251 · Glaceon(7) p.251

(1) Use Water Stone; (2) Use Thunderstone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Make Eevee level up near a moss-covered rock in Eterna Forest.

PEARL Make Eevee level up near a moss-covered rock in Eterna Forest.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Razor Leaf	Grass	Physical	55	95	25	Enemy2	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Synthesis	Grass	Status			5	Normal	
36	Magical Leaf	Grass	Special	60		20	Normal	
43	Giga Drain	Grass	Special	60	100	10	Normal	
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	GrassWhistle	Grass	Status		55	15	Normal	
64	Sunny Day	Fire	Status			5	All	
71	Leaf Blade	Grass	Physical	90	100	15	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM78	Captivate	Normal	Status		100	20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



GLACEON 471

ICE

WEIGHT: 57.1 lbs.
GENDER: Male / Female
ABILITY: Snow Cloak
ITEMS: None

HEIGHT: 2'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND As a protective technique, it can completely freeze its fur to make its hairs stand like needles.

PEARL As a protective technique, it can completely freeze its fur to make its hairs stand like needles.

EVOLUTION

Eevee p. TK · Vaporeon(1) p. TK · Jolteon(2) p. TK · Flareon(3) p. TK · Espeon(4) p. TK · Umbreon(5) p. TK · Leafeon(6) p. TK · Glaceon(7) p. TK

(1) Use Water Stone; (2) Use Thunder Stone; (3) Use Fire Stone; (4) Level up either in the morning or day on a high Friendship level; (5) Level up at night on a high Friendship level; (6) Level up in Eterna Forest; (7) Level up on Route 217.

MAIN METHODS TO OBTAIN

DIAMOND Make Eevee level up near an ice-covered rock on Route 217.

PEARL Make Eevee level up near an ice-covered rock on Route 217.

EGG GROUP: FIELD

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Tail Whip	Normal	Status		100	30	Enemy2	
Basic	Helping Hand	Normal	Status			20	Ally1	
8	Sand-Attack	Ground	Status		100	15	Normal	
15	Icy Wind	Ice	Special	55	95	15	Enemy2	
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Ice Shard	Ice	Physical	40	100	30	Normal	
43	Ice Fang	Ice	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mirror Coat	Psychic	Special		100	20	Self	
64	Hail	Ice	Status			10	All	
71	Blizzard	Ice	Special	120	70	5	Enemy2	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	All	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○







GLISCOR

472



GROUND
FLYING

WEIGHT: 93.7 lbs.
GENDER: Male / Female
ABILITY: Hyper Cutter, Sand Veil
ITEMS: None

HEIGHT: 6'07"



M/F HAVE SAME FORM

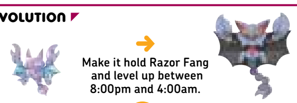


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!

PEARL It observes prey while hanging inverted from branches. When the chance presents itself, it swoops!

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Gligar hold Razor Fang and level up between 8:00pm and 4:00am.

PEARL Make Gligar hold Razor Fang and level up between 8:00pm and 4:00am.

EGG GROUP: BUG

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Thunder Fang	Electric	Physical	65	95	15	Normal	○
Basic	Ice Fang	Ice	Physical	65	95	15	Normal	○
Basic	Fire Fang	Fire	Physical	65	95	15	Normal	○
Basic	Poison Jab	Poison	Physical	80	100	20	Normal	○
Basic	Sand-Attack	Ground	Status		100	15	Normal	
Basic	Harden	Normal	Status			30	Self	
Basic	Knock Off	Dark	Physical	20	100	20	Normal	○
5	Sand-Attack	Ground	Status		100	15	Normal	
9	Harden	Normal	Status			30	Self	
12	Knock Off	Dark	Physical	20	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60		20	Normal	○
27	Screech	Normal	Status		85	40	Normal	
31	Night Slash	Dark	Physical	70	100	15	Normal	○
34	Swords Dance	Normal	Status			30	Self	
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical		30	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status			10	Self	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



MAMOSWINE

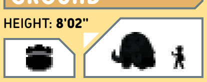
473



ICE
GROUND

WEIGHT: 641.5 lbs.
GENDER: Male / Female
ABILITY: Oblivious, Snow Cloak
ITEMS: None

HEIGHT: 8'02"



MALE FORM
FEMALE FORM

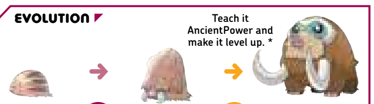


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

PEARL Its impressive tusks are made of ice. The population thinned when it turned warm after the ice age.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Teach Piloswine the move AncientPower and let it level up. *

PEARL Teach Piloswine the move AncientPower and let it level up. *

EGG GROUP: FIELD

* To teach AncientPower to Piloswine, give a Heart Scale to the Move Tutor in Pastoria City.

LEARNED ATTACKS

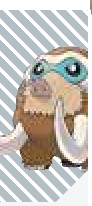
LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	AncientPower	Rock	Special	60	100	5	Normal	
Basic	Peck	Flying	Physical	35	100	35	Normal	○
Basic	Odor Sleuth	Normal	Status			40	Normal	
Basic	Mud Sport	Ground	Status			15	All	
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
4	Mud Sport	Ground	Status			15	All	
8	Powder Snow	Ice	Special	40	100	25	Enemy2	
13	Mud-Slap	Ground	Special	20	100	10	Normal	
16	Endure	Normal	Status			10	Self	
20	Mud Bomb	Ground	Special	65	85	10	Normal	
25	Hail	Ice	Status			10	All	
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
48	Mist	Ice	Status			30	Ally2	
56	Blizzard	Ice	Special	120	70	5	Enemy2	
65	Scary Face	Normal	Status		90	10	Normal	

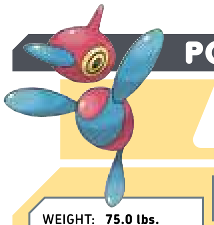
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○





PORYGON-Z

474

NORMAL

WEIGHT: **75.0 lbs.**
GENDER: **Unknown**
ABILITY: **Adaptability, Download**
ITEMS: **None**

HEIGHT: **2'11"**

GENDER UNKNOWN

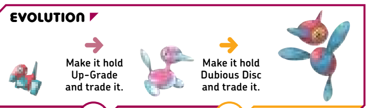


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Additional software was installed to make it a better Pokémon. It began acting oddly, however.

PEARL Additional software was installed to make it a better Pokémon. It began acting oddly, however.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Make Porygon 2 hold Dubious Disc and trade it.
PEARL Make Porygon 2 hold Dubious Disc and trade it.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Trick Room	Psychic	Status			5	All	
Basic	Conversion 2	Normal	Status			30	Self	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Conversion	Normal	Status			30	Self	
Basic	Nasty Plot	Dark	Status			20	Self	
7	Psybeam	Psychic	Special	65	100	20	Normal	
12	Agility	Psychic	Status			30	Self	
18	Recover	Normal	Status			10	Self	
23	Magnet Rise	Electric	Status			10	Self	
29	Signal Beam	Bug	Special	75	100	15	Normal	
34	Embargo	Dark	Status		100	15	Normal	
40	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
45	Lock-On	Normal	Status			5	Normal	
51	Tri Attack	Normal	Special	80	100	10	Normal	
56	Magic Coat	Psychic	Status			15	Self	
62	Zap Cannon	Electric	Special	120	50	5	Normal	
67	Hyper Beam	Normal	Special	150	90	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM67	Recycle	Normal	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



GALLADE

475

PSYCHIC
FIGHTING

WEIGHT: **114.6 lbs.**
GENDER: **Male Only**
ABILITY: **Steadfast**
ITEMS: **None**

HEIGHT: **5'03"**

MALE FORM

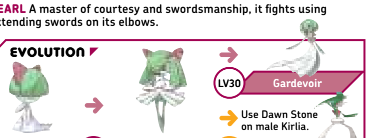


HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

PEARL A master of courtesy and swordsmanship, it fights using extending swords on its elbows.

EVOLUTION



MAIN METHODS TO OBTAIN

DIAMOND Use Dawn Stone on male Kirlia.
PEARL Use Dawn Stone on male Kirlia.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Leaf Blade	Grass	Physical	90	100	15	Normal	○
Basic	Night Slash	Dark	Physical	70	100	15	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Double Team	Normal	Status			15	Self	
Basic	Teleport	Psychic	Status			20	Self	
6	Confusion	Psychic	Special	50	100	25	Normal	
10	Double Team	Normal	Status			15	Self	
12	Teleport	Psychic	Status			20	Self	
17	Fury Cutter	Bug	Physical	10	95	20	Normal	○
22	Slash	Normal	Physical	70	100	20	Normal	○
25	Swords Dance	Normal	Status			30	Self	
31	Psycho Cut	Psychic	Physical	70	100	20	Normal	
36	Helping Hand	Normal	Status			20	Ally1	
39	Feint	Normal	Physical	50	100	10	Normal	
45	False Swipe	Normal	Physical	40	100	40	Normal	○
50	Protect	Normal	Status			10	Self	
53	Close Combat	Fighting	Physical	120	100	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

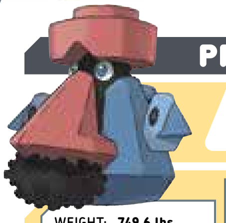
BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM75	Swords Dance	Normal	Status			30	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○





PROBOPASS 476

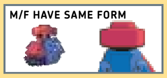


ROCK
STEEL

WEIGHT: 749.6 lbs.
GENDER: Male / Female
ABILITY: Sturdy, Magnet Pull
ITEMS: None

HEIGHT: 4'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

PEARL It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

EVOLUTION

Nosepass → Level up in Mount Coronet → Probopass

MAIN METHODS TO OBTAIN

DIAMOND Make Nosepass level up in Mount Coronet.

PEARL Make Nosepass level up in Mount Coronet.

EGG GROUP: MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Magnet Rise	Electric	Status			10	Self	
Basic	Gravity	Psychic	Status			5	All	
Basic	Tackle	Normal	Physical	35	95	35	Normal	○
Basic	Iron Defense	Steel	Status			15	Self	
Basic	Magnet Bomb	Steel	Physical	60		20	Normal	
Basic	Block	Normal	Status			5	Normal	
7	Iron Defense	Steel	Status			15	Self	
13	Magnet Bomb	Steel	Physical	60		20	Normal	
19	Block	Normal	Status			5	Normal	
25	Thunder Wave	Electric	Status		100	20	Normal	
31	Rock Slide	Rock	Physical	75	90	10	Enemy2	
37	Sandstorm	Rock	Status			10	All	
43	Rest	Psychic	Status			10	Self	
49	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	
55	Stone Edge	Rock	Physical	100	80	5	Normal	
61	Zap Cannon	Electric	Special	120	50	5	Normal	
67	Lock-On	Normal	Status			5	Normal	
73	Earth Power	Ground	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

DUSKNOIR 477



GHOST

WEIGHT: 235.0 lbs.
GENDER: Male / Female
ABILITY: Pressure
ITEMS: None

HEIGHT: 7'03"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND The antenna on its head captures radio waves from the world of spirits that command it to take people there.

PEARL The antenna on its head captures radio waves from the world of spirits that command it to take people there.

EVOLUTION

Duskull → LV37 → Dusclops → Make it hold Reaper Cloth and trade it. → Dusknoir

MAIN METHODS TO OBTAIN

DIAMOND Make Dusclops hold Reaper Cloth and trade it.

PEARL Make Dusclops hold Reaper Cloth and trade it.

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Ice Punch	Ice	Physical	75	100	15	Normal	○
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Gravity	Psychic	Status			5	All	
Basic	Bind	Normal	Physical	15	75	20	Normal	○
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Night Shade	Ghost	Special		100	15	Normal	
Basic	Disable	Normal	Status		80	20	Normal	
6	Disable	Normal	Status		80	20	Normal	
9	Foresight	Normal	Status			40	Normal	
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status		100	10	Normal	
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status			10	Normal/Self	
33	Will-O-Wisp	Fire	Status		75	15	Normal	
37	Shadow Punch	Ghost	Physical	60		20	Normal	○
43	Mean Look	Normal	Status			5	Normal	
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status			10	Normal	
TM49	Snatch	Dark	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

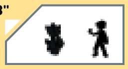
FROSLASS
478



ICE
GHOST

WEIGHT: **58.6 lbs.**
GENDER: **Female**
ABILITY: **Snow Cloak**
ITEMS: **None**

HEIGHT: **4'03"**



FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.

PEARL It freezes foes with an icy breath nearly -60 degrees F. What seems to be its body is actually hollow.

EVOLUTION



Snorunt



LV42 Glalie



Use Dawn Stone on a female
Froslass

MAIN METHODS TO OBTAIN

DIAMOND Use Dawn Stone on a female Snorunt.

PEARL Use Dawn Stone on a female Snorunt.

EGG GROUP: FAIRY / MINERAL

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Powder Snow	Ice	Special	40	100	25	Enemy2	
Basic	Leer	Normal	Status		100	30	Enemy2	
Basic	Double Team	Normal	Status			15	Self	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
4	Double Team	Normal	Status			15	Self	
10	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Icy Wind	Ice	Special	55	95	15	Enemy2	
19	Confuse Ray	Ghost	Status		100	10	Normal	
22	Ominous Wind	Ghost	Special	60	100	5	Normal	
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
31	Captivate	Normal	Status		100	20	Enemy2	
37	Ice Shard	Ice	Physical	40	100	30	Normal	
40	Hail	Ice	Status			10	All	
51	Blizzard	Ice	Special	120	70	5	Enemy2	
56	Destiny Bond	Ghost	Status			5	Self	

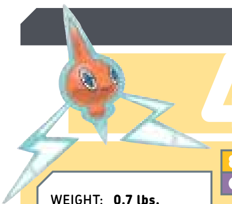
BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM12	Taunt	Dark	Status		100	20	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM49	Snatch	Dark	Status			10	DoM	
TM56	Fling	Dark	Physical		100	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM63	Embargo	Dark	Status		100	15	Normal	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

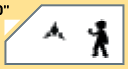
ROTOM
479



ELECTRIC
GHOST

WEIGHT: **0.7 lbs.**
GENDER: **Unknown**
ABILITY: **Levitate**
ITEMS: **None**

HEIGHT: **1'00"**



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

PEARL Its body is composed of plasma. It is known to infiltrate electronic devices and wreak havoc.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Check the TV in Old Chateau between 8:00pm and 4:00am (After obtaining National Pokédex).

PEARL Check the TV in Old Chateau between 8:00pm and 4:00am (After obtaining National Pokédex).

EGG GROUP: AMORPHOUS

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Trick	Psychic	Status		100	10	Normal	
Basic	Astonish	Ghost	Physical	30	100	15	Normal	○
Basic	Thunder Wave	Electric	Status		100	20	Normal	
Basic	ThunderShock	Electric	Special	40	100	30	Normal	
Basic	Confuse Ray	Ghost	Status		100	10	Normal	
8	Uproar	Normal	Special	50	100	10	Random1	
15	Double Team	Normal	Status			15	Self	
22	Shock Wave	Electric	Special	60		20	Normal	
29	Ominous Wind	Ghost	Special	60	100	5	Normal	
36	Substitute	Normal	Status			10	Self	
43	Charge	Electric	Status			20	Self	
50	Discharge	Electric	Special	80	100	15	Enemy2/Ally1	

BATTLE MOVES

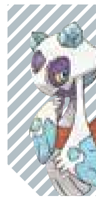
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status			10	DoM	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA







UXIE 480

PSYCHIC

WEIGHT: 0.7 lbs.
GENDER: Unknown
ABILITY: Levitate
ITEMS: None

HEIGHT: 1'00"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Known as The Being of Knowledge. It is said that it can wipe out the memory of those who see its eyes.

PEARL It is said that its emergence gave humans the intelligence to improve their quality of life.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Lake Acuity (After visiting Spear Pillar in Mount Coronet)

PEARL Lake Acuity (After visiting Spear Pillar in Mount Coronet)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rest	Psychic	Status			10	Self	
6	Imprison	Psychic	Status			10	Self	
16	Endure	Normal	Status			10	Self	
21	Confusion	Psychic	Special	50	100	25	Normal	
31	Yawn	Normal	Status			10	Normal	
36	Future Sight	Psychic	Special	80	90	15	Normal	
46	Amnesia	Psychic	Status			20	Self	
51	Extrasensory	Psychic	Special	80	100	30	Normal	
61	Flail	Normal	Physical		100	15	Normal	○
66	Natural Gift	Normal	Physical		100	15	Normal	
76	Memento	Dark	Status		100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM19	Giga Drain	Grass	Special	60	100	10	Normal	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



MESPRIT 481

PSYCHIC

WEIGHT: 0.7 lbs.
GENDER: Unknown
ABILITY: Levitate
ITEMS: None

HEIGHT: 1'00"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Known as The Being of Emotion. It taught humans the nobility of sorrow, pain, and joy.

PEARL It sleeps at the bottom of a lake. Its spirit is said to leave its body to fly on the lake's surface.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND After visiting the Spear Pillar, discover Mesprit at Lake Verity. Then follow it as it travels throughout the Sinnoh Region.

PEARL After visiting the Spear Pillar, discover Mesprit at Lake Verity. Then follow it as it travels throughout the Sinnoh Region.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rest	Psychic	Status			10	Self	
6	Imprison	Psychic	Status			10	Self	
16	Protect	Normal	Status			10	Self	
21	Confusion	Psychic	Special	50	100	25	Normal	
31	Lucky Chant	Normal	Status			30	Ally2	
36	Future Sight	Psychic	Special	80	90	15	Normal	
46	Charm	Normal	Status		100	20	Normal	
51	Extrasensory	Psychic	Special	80	100	30	Normal	
61	Copycat	Normal	Status			20	DoM	
66	Natural Gift	Normal	Physical		100	15	Normal	
76	Healing Wish	Psychic	Status			10	Self	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	



AZELF

482

PSYCHIC

WEIGHT: **0.7 lbs.**
GENDER: **Unknown**
ABILITY: **Levitate**
ITEMS: **None**

HEIGHT: **1'00"**



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Known as The Being of Willpower. It sleeps at the bottom of a lake to keep the world in balance.

PEARL It is thought that Uxie, Mesprit, and Azelf all came from the same Egg.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Lake Valor (After visiting Spear Pillar in Mt. Coronet)
PEARL Lake Valor (After visiting Spear Pillar in Mt. Coronet)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Rest	Psychic	Status			10	Self	
6	Imprison	Psychic	Status			10	Self	
16	Detect	Fighting	Status			5	Self	
21	Confusion	Psychic	Special	50	100	25	Normal	
31	Uproar	Normal	Special	50	100	10	Random1	
36	Future Sight	Psychic	Special	80	90	15	Normal	
46	Nasty Plot	Dark	Status			20	Self	
51	Extrasensory	Psychic	Special	80	100	30	Normal	
61	Last Resort	Normal	Physical	130	100	5	Normal	○
66	Natural Gift	Normal	Physical		100	15	Normal	
76	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	





DIALGA

483

STEEL
DRAGON

WEIGHT: **1505.8 lbs.**
GENDER: **Unknown**
ABILITY: **Pressure**
ITEMS: **None**

HEIGHT: **17'09"**



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the power to control time. It appears in Sinnoh-region myths as an ancient deity.

PEARL A Pokémon spoken of in legend. It is said that time began moving when Dialga was born.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Spear Pillar in Mount Coronet

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	DragonBreath	Dragon	Special	60	100	20	Normal	
Basic	Scary Face	Normal	Status		90	10	Normal	
10	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	AncientPower	Rock	Special	60	100	5	Normal	
30	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Roar of Time	Dragon	Special	150	90	5	Normal	
50	Heal Block	Psychic	Status		100	15	Enemy2	
60	Earth Power	Ground	Special	90	100	10	Normal	
70	Slash	Normal	Physical	70	100	20	Normal	○
80	Flash Cannon	Steel	Special	80	100	10	Normal	
90	Aura Sphere	Fighting	Special	90		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status		100	20	Normal	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.



PALKIA 484



WATER
DRAGON

WEIGHT: 740.8 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 13'09"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It has the ability to distort space. It is described as a deity in Sinnoh-region mythology.

PEARL It is said to live in a gap in the spatial dimension parallel to ours. It appears in mythology.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

PEARL Spear Pillar in Mount Coronet.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	DragonBreath	Dragon	Special	60	100	20	Normal	
Basic	Scary Face	Normal	Status		90	10	Normal	
10	Water Pulse	Water	Special	60	100	20	Normal	
20	AncientPower	Rock	Special	60	100	5	Normal	
30	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Spacial Rend	Dragon	Special	100	95	5	Normal	
50	Heal Block	Psychic	Status		100	15	Enemy2	
60	Earth Power	Ground	Special	90	100	10	Normal	
70	Slash	Normal	Physical	70	100	20	Normal	○
80	Aqua Tail	Water	Physical	90	90	10	Normal	○
90	Aura Sphere	Fighting	Special	90		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	Normal	
TM08	Bulk Up	Fighting	Status			20	Self	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM37	Sandstorm	Rock	Status			10	All	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	

BATTLE MOVES CONT.

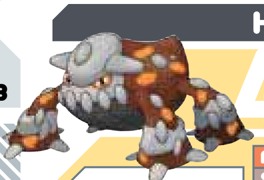
NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.

HEATRAN 485



FIRE
STEEL

WEIGHT: 948.0 lbs.
GENDER: Male / Female
ABILITY: Flash Fire
ITEMS: None

HEIGHT: 5'07"

M/F HAVE SAME FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND It dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls.

PEARL It dwells in volcanic caves. It digs in with its cross-shaped feet to crawl on ceilings and walls.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Stark Mountain interior Room 3 (Speak with Buck in Survival Area after visiting Stark Mountain)

PEARL Stark Mountain interior Room 3 (Speak with Buck in Survival Area after visiting Stark Mountain)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Ancient Power	Rock	Special	60	100	5	Normal	
9	Leer	Normal	Status		100	30	Enemy2	
17	Fire Fang	Fire	Physical	65	95	15	Normal	○
25	Metal Sound	Steel	Status		85	40	Normal	
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Scary Face	Normal	Status		90	10	Normal	
49	Lava Plume	Fire	Special	80	100	15	Enemy2/Ally1	
57	Fire Spin	Fire	Special	15	70	15	Normal	
65	Iron Head	Steel	Physical	80	100	15	Normal	○
73	Earth Power	Ground	Special	90	100	10	Normal	
81	Heat Wave	Fire	Special	100	90	10	Enemy2	
88	Stone Edge	Rock	Physical	100	80	5	Normal	
96	Magma Storm	Fire	Special	120	70	5	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM12	Taunt	Dark	Status		100	20	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM35	Flamethrower	Fire	Special	95	100	15	Normal	
TM38	Fire Blast	Fire	Special	120	85	5	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM41	Torment	Dark	Status		100	15	Normal	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM50	Overheat	Fire	Special	140	90	5	Normal	
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM64	Explosion	Normal	Physical	250	100	5	Enemy2/Ally1	
TM66	Payback	Dark	Physical	50	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM76	Stealth Rock	Rock	Status			20	Enemy2	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



REGIGIGAS

486

NORMAL

WEIGHT: 925.9 lbs.
GENDER: Unknown
ABILITY: Slow Start
ITEMS: None

HEIGHT: 12'02"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND There is an enduring legend that states this Pokémon towed continents with ropes.

PEARL There is an enduring legend that states this Pokémon towed continents with ropes.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Snowpoint Temple B5 (Add Regirock, Regice, Registeel to your party)

PEARL Snowpoint Temple B5 (Add Regirock, Regice, Registeel to your party)

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Fire Punch	Fire	Physical	75	100	15	Normal	○
Basic	Ice Punch	Ice	Physical	75	100	15	Normal	○
Basic	ThunderPunch	Electric	Physical	75	100	15	Normal	○
Basic	Mega Punch	Normal	Physical	80	85	20	Normal	○
Basic	Knock Off	Dark	Physical	20	100	20	Normal	○
Basic	Confuse Ray	Ghost	Status		100	10	Normal	
Basic	Stomp	Normal	Physical	65	100	20	Normal	○
25	Super Power	Fighting	Physical	120	100	5	Normal	○
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
75	Crush Grip	Normal	Physical		100	5	Normal	○
100	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunder	Electric	Special	120	70	10	Normal	
TM26	Earthquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status			20	Self	
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM80	Rock Slide	Rock	Physical	75	90	10	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○



GIRATINA

487

GHOST
DRAGON

WEIGHT: 1653.5 lbs.
GENDER: Unknown
ABILITY: Pressure
ITEMS: None

HEIGHT: 14'09"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

PEARL A Pokémon that is said to live in a world on the reverse side of ours. It appears in an ancient cemetery.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Turnback Cave.

PEARL Turnback Cave.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	DragonBreath	Dragon	Special	60	100	20	Normal	
Basic	Scary Face	Normal	Status		90	10	Normal	
10	Ominous Wind	Ghost	Special	60	100	5	Normal	
20	AncientPower	Rock	Special	60	100	5	Normal	
30	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Shadow Force	Ghost	Physical	120	100	5	Normal	○
50	Heal Block	Psychic	Status		100	15	Enemy2	
60	Earth Power	Ground	Special	90	100	10	Normal	
70	Slash	Normal	Physical	70	100	20	Normal	○
80	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
90	Aura Sphere	Fighting	Special	90		20	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM04	Calm Mind	Psychic	Status			20	Self	
TM05	Roar	Normal	Status		100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	
TM25	Thunde	Electric	Special	120	70	10	Normal	
TM26	Earhquake	Ground	Physical	100	100	10	Enemy2/Ally1	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM34	Shock Wave	Electric	Special	60		20	Normal	
TM40	Aerial Ace	Flying	Physical	60		20	Normal	○
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM58	Endure	Normal	Status			10	Self	
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	
TM61	Will-O-Wisp	Fire	Status		75	15	Normal	
TM62	Silver Wind	Bug	Special	60	100	5	Normal	
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
HM01	Cut	Normal	Physical	50	95	30	Normal	○
TM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Defog	Flying	Status			15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

MOVE TUTOR

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Draco Meteor*	Dragon	Special	140	90	5	Normal	

*Draco Meteor will be taught when the Pokémon's Friendship level is maxed out.



CRESSELIA 488



PSYCHIC

WEIGHT: 188.7 lbs.
GENDER: Female
ABILITY: Levitate
ITEMS: None

HEIGHT: 4'11"



FEMALE FORM



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Shiny particles are released from its wings like a veil. It is said to represent the crescent moon.

PEARL Shiny particles are released from its wings like a veil. It is said to represent the crescent moon.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND After discovering it on the Fullmoon Island, follow it as it travels throughout the Sinnoh Region.

PEARL After discovering it on the Fullmoon Island, follow it as it travels throughout the Sinnoh Region.

EGG GROUP: EGG HAS NEVER BEEN DISCOVERED

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Confusion	Psychic	Special	50	100	25	Normal	
Basic	Double Team	Normal	Status			15	Self	
11	Safeguard	Normal	Status			25	Ally2	
20	Mist	Ice	Status			30	Ally2	
29	Aurora Beam	Ice	Special	65	100	20	Normal	
38	Future Sight	Psychic	Special	80	90	15	Normal	
47	Slash	Normal	Physical	70	100	20	Normal	○
57	Moonlight	Normal	Status			5	Self	
66	Psycho Cut	Psychic	Physical	70	100	20	Normal	
75	Psycho Shift	Psychic	Status		90	10	Normal	
84	Lunar Dance	Psychic	Status			10	Self	
93	Psychic	Psychic	Special	90	100	10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM11	Sunny Day	Fire	Status			5	All	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM45	Attract	Normal	Status		100	15	Normal	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM57	Charge Beam	Electric	Special	50	90	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM67	Recycle	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM78	Captivate	Normal	Status		100	20	Enemy2	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM90	Substitute	Normal	Status			10	Self	
TM92	Trick Room	Psychic	Status			5	All	

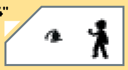
PHIONE 489



WATER

WEIGHT: 6.8 lbs.
GENDER: Unknown
ABILITY: Hydration
ITEMS: None

HEIGHT: 1'04"



GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.

PEARL A Pokémon that lives in warm seas. It inflates the flotation sac on its head to drift and search for food.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Leave Manaphy and Ditto at Pokémon Daycare and get an Egg.

PEARL Leave Manaphy and Ditto at Pokémon Daycare and get an Egg.

EGG GROUP: WATER 1 / FAIRY

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Water Sport	Water	Status			15	All	
9	Charm	Normal	Status		100	20	Normal	
16	Supersonic	Normal	Status		55	20	Normal	
24	BubbleBeam	Water	Special	65	100	20	Normal	
31	Acid Armor	Poison	Status			40	Self	
39	Whirlpool	Water	Special	15	70	15	Normal	
46	Water Pulse	Water	Special	60	100	20	Normal	
54	Aqua Ring	Water	Status			20	Self	
61	Dive	Water	Physical	80	100	10	Normal	○
69	Rain Dance	Water	Status			5	All	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM32	Double Team	Normal	Status			15	Self	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA

MANAPHY



490

WATER

WEIGHT: 3.1 lbs.
GENDER: Unknown
ABILITY: Hydration
ITEMS: None

HEIGHT: 1'00"

GENDER UNKNOWN



HP
ATTACK
DEFENSE
SPECIAL ATTACK
SPECIAL DEFENSE
SPEED

DIAMOND Born on a cold seafloor, it will swim great distances to return to its birthplace.

PEARL Water makes up 80% of its body. This Pokémon is easily affected by its environment.

EVOLUTION

DOES NOT EVOLVE

MAIN METHODS TO OBTAIN

DIAMOND Complete the Special Mission, Get back the Egg, in Pokémon Ranger and transfer the Egg.*

PEARL Complete the Special Mission, Get back the Egg, in Pokémon Ranger and transfer the Egg.*

EGG GROUP	WATER 1	FAIRY

* Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on opportunities to catch these Pokémon.

LEARNED ATTACKS

LV	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
Basic	Tail Glow	Bug	Status			20	Self	
Basic	Bubble	Water	Special	20	100	30	Enemy2	
Basic	Water Sport	Water	Status			15	All	
9	Charm	Normal	Status		100	20	Normal	
16	Supersonic	Normal	Status		55	20	Normal	
24	BubbleBeam	Water	Special	65	100	20	Normal	
31	Acid Armor	Poison	Status			40	Self	
39	Whirlpool	Water	Special	15	70	15	Normal	
46	Water Pulse	Water	Special	60	100	20	Normal	
54	Aqua Ring	Water	Status			20	Self	
61	Dive	Water	Physical	80	100	10	Normal	○
69	Rain Dance	Water	Status			5	All	
76	Heart Swap	Psychic	Status			10	Normal	

BATTLE MOVES

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	
TM04	Calm Mind	Psychic	Status			20	Self	
TM06	Toxic	Poison	Status		85	10	Normal	
TM07	Hail	Ice	Status			10	All	
TM10	Hidden Power	Normal	Special		100	15	Normal	
TM13	Ice Beam	Ice	Special	95	100	10	Normal	
TM14	Blizzard	Ice	Special	120	70	5	Enemy2	
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	
TM16	Light Screen	Psychic	Status			30	Ally2	
TM17	Protect	Normal	Status			10	Self	
TM18	Rain Dance	Water	Status			5	All	
TM20	Safeguard	Normal	Status			25	Ally2	
TM21	Frustration	Normal	Physical		100	20	Normal	○
TM27	Return	Normal	Physical		100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	
TM32	Double Team	Normal	Status			15	Self	
TM33	Reflect	Psychic	Status			20	Ally2	
TM42	Façade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	
TM44	Rest	Psychic	Status			10	Self	
TM48	Skill Swap	Psychic	Status			10	Normal	
TM53	Energy Ball	Grass	Special	80	100	10	Normal	
TM55	Brine	Water	Special	65	100	10	Normal	
TM56	Fling	Dark	Physical		100	10	Normal	
TM58	Endure	Normal	Status			10	Self	
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○

BATTLE MOVES CONT.

NO.	NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA
TM70	Flash	Normal	Status		100	20	Normal	
TM77	Psych Up	Normal	Status			10	Normal	
TM82	Sleep Talk	Normal	Status			10	DoM	
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM86	Grass Knot	Grass	Special		100	20	Normal	○
TM87	Swagger	Normal	Status		90	15	Normal	
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status			10	Self	
HM03	Surf	Water	Special	95	100	15	Enemy2/Ally1	
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

NAME	TYPE	CLASS	POWER	ACC	PP	RANGE	DA



SECTION 3

POST-GAME SCENARIO



IT'S A WHOLE NEW WORLD

Take the next step in your Pokémon journey!

BADGES WERE WON, villains were defeated, a Pokémon League was conquered, and now the credits roll, but does the adventure end? No way! Doors are opening for you, and it's time to step through them as you begin the next phase of your Pokémon journey. There are new places to visit and new people to meet, and Pokémon to catch – including some familiar faces from other regions!



TWINLEAF TOWN: YOUR MAGIC NUMBER IS 149

YOU MIGHT THINK you're stuck in a rerun when you wake up again in your room, but all your progress still stands, and you might just want to check by taking a look at your Pokédex. If the number of "seen" Pokémon equals 149, then there's just one more to go before you've completed the Sinnoh Pokédex. And with that done, you can upgrade to the challenge of the National Pokédex.



SECOND CHANCES

WERE YOU ALL SET to capture Dialga or Palkia back during your encounter at the Spear Pillar, but then they annoyingly took off on you in the middle of battle? Well, don't sweat, because they'll be back at the Spear Pillar for another go-around, but only if you didn't capture or defeat them the first time.

TWINLEAF TOWN: MOM'S GOT A MESSAGE...

AND THAT MESSAGE IS FOR YOU! From your rival, in fact, and they want you to head to Snowpoint City and take a boat. And just where could that boat lead? Well, to a wonderful place known as the Fight Area, where you can, what else? Fight! In Pokémon battles, that is.



FOUR FACES OF DEOXYS

IF YOU HAVE DEOXYS in your party, head over to the four meteorites on the east end of Veilstone City. If you stand in front of one of them and press the 'A' button, Deoxys will change into one of its four forms—Normal, Attack, Defense, or Speed. How cool is that?

CELESTIC TOWN: READING REALLY IS FUNDAMENTAL

AFTER YOU HAVE A LITTLE CHAT with the Professor's assistant, they'll relay a message to visit the wise elder of Celestic Town. When you meet with the old man, you'll get another history lesson as he shows you an old book from a shrine. But this isn't just some moldy old tome – it has information on the one Pokémon missing from your Pokédex, either Palkia (if you're playing Diamond) or Dialga (if you're playing Pearl).
The information will be added to your Pokédex, bringing you to an even 150.



CHAIN OF COMMUNICATION

PROFESSOR ROWAN'S assistant will be standing in front of the Pokémon Research Lab in Sandgem Town, and that's when you will get the message to go meet with the elder in Celestic Town.

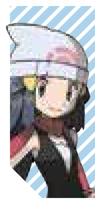
SANDGEM TOWN: THE ULTIMATE POKÉDEX CHALLENGE

WITH YOUR SINNOH POKÉDEX complete, it's time to stride into Professor Rowan's lab in triumph and feel pride when Professor Oak from the Kanto region happens to come in to congratulate you. He's the ultimate authority on the study of Pokémon, so it's high praise from him, as well as a new challenge – he'll upgrade your Pokédex to the National Pokédex, which can record Pokémon from other regions as well.





PROFESSOR OAK



SANDGEM TOWN: BEEP BEEP BEEP... POKÉMON?

HEY, IT'S NOT JUST Professor Oak who's giving out tools for talented Trainers here. Professor Rowan will give you the Poké Radar, which will allow you to locate certain wild Pokémon in tall grass. This will work wonders when you start collecting Pokémon for the National Pokédex.



REGIONAL DIFFERENCES

THERE ARE POKÉMON from other regions wandering about, you just can't see them. Until Professor Rowan gives you the Poké Radar, that is. Using it in grass will spot Pokémon you've never seen before, allowing you to make a lot of progress in your National Pokédex.

SANDGEM TOWN: SWARMS OF POKÉMON

ONCE YOU GET YOUR HANDS on the National Pokédex, pay a visit to the little sister of the professor's assistant. She may be small and cute, but she also has the scoop on when Pokémon gather in huge groups, perfect for expanding your collection. This little half-pint will be helpful in completing your Pokédex, so visit her often.



SOMEONE'S PC? BEBE'S PC!

THAT POKÉMON BOX system you've been using is pretty helpful, especially when you've caught so many Pokémon that they need serious organization. Think about this when you talk to the professor's assistant, who reminds you to pay a courtesy visit to Bebe in Hearthome City.





HEARTHOME CITY: BEBE AND EEVEE

DO THE RIGHT THING and visit Bebe. Don't drag your feet, because she'll give you an Eevee. Eevee is an awesome and rare Pokémon that can evolve into one of seven different forms, based on certain conditions. She won't give you Eevee if you have too many Pokémon, though, so clear out a space on your team before you visit her.

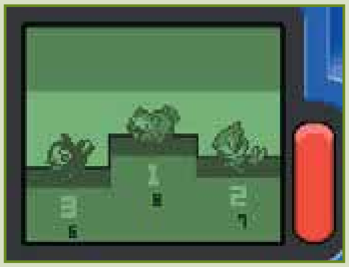




EEVEE

PAL PARK: COUNT ON YOUR RADAR

PROFESSOR OAK SURE GETS AROUND, because if you head to the Pal Park on Route 221, he'll be there to greet you. And not only that, but he brought you a little gift in the form of a new Pokétch application. It's called the Trainer Counter, and this little device will count and record how many times you've met a Pokémon. The top three will be shown, along with the number of encounters.



PAL PARK: CATCH SOME PALS IN PAL PARK

PAL PARK MIGHT SEEM on the surface to be similar to the Pastoria Great Marsh, or the Safari Zones of previous games, but there's a bit of a twist here. You see, in Pal Park, you can catch Pokémon that you bring over from Pokémon games on the Game Boy Advance. This is a great (and sometimes the only) way to catch Pokémon not found in Sinnoh.



POINT OF NO RETURN

ONCE YOU BRING over a Pokémon into Diamond and Pearl from a GBA game, there's no going back for that Pokémon to the cartridge era. Your DS card is their new home now, so be absolutely sure before you start uprooting your Pokémon from their homes in Kanto or Hoenn.

PAL PARK: KITCHEN COINCIDENTAL

THERE'S A GIRL HANGING AROUND the entrance of Pal Park who would love to see a Pokémon that only eats and sleeps. That sounds very familiar, doesn't it? Put a Snorlax in your party and show it off to her – she'll give you the Pokétch application Kitchen Timer for your troubles.

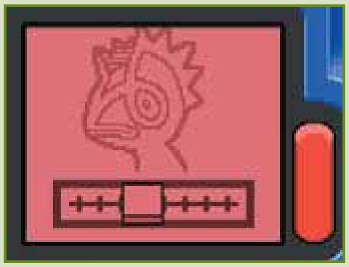


SOMEONE'S IN THE KITCHEN

WITH A NAME LIKE Kitchen Timer, what could this Pokétch application possibly do? Well, it does keep time up to 99 minutes and 59 seconds, and Snorlax will happily drum on its belly when time's up. It must think you're using the timer to cook. That's not a bad idea.

PAL PARK: LIVING COLOR

APPARENTLY THE GIRL outside Pal Park is some kind of Pokémon groupie, because she's still hanging out there, and now she wants to see a Pokémon that changes its body color. What Pokémon could that possibly be? Well, show her a Kecleon and get yourself some more color changing action when she gives you the Color Changer for your Pokétch.



COLORS OF YOUR LIFE

THE POKÉTCH SCREEN was always green before, but maybe green wasn't your color. That's all fixed when you get the Pokétch application Color Changer, which lets you choose between eight different background colors for the screen, including classics like red and blue.

PAL PARK: ADVANCED ACCESSORIZING

GO INSIDE AND HEAD upstairs to the back, where a lovely lady in a lovely hat stands by the window on the right. If you happen to have one of the Pokémon GBA games in your DS at the time, she'll give you a corresponding accessory. Each game will yield a different accessory for your collection.



FIVE ACCESSORIES TO GET

THERE ARE FIVE GBA Pokémon games out there, so there are five accessories the lady can give you.

- **FireRed:** Crown
- **LeafGreen:** Tiara
- **Ruby:** Underground background
- **Sapphire:** Seafloor background
- **Emerald:** Sky background

ETERNA CITY: A DIFFERENT KIND OF UP-GRADE

AFTER YOU MEET UP with him at Pal Park, Professor Oak will retire – but not permanently, he's just taking a siesta over in a house by the west side of Eterna City Gym. He'll be hanging out there for the rest of his stay in Sinnoh, and when you visit he'll give you an Up-Grade as sort of a reverse-housewarming present. From then on, you can see him regarding the progress of your National Pokédex.



AN EVOLUTION SOLUTION

IF IT ISN'T FOR UPGRADING your Pokédex, what exactly is an Up-Grade good for? Well, if you have your Porygon and hold it when you trade this pink and blue Virtual Pokémon, it will evolve into Porygon2. So in a way, it does help your Pokédex – by bringing it closer to completion!

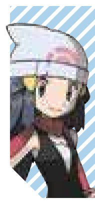
IRON ISLAND: YOU DON'T WEAR THIS COAT

YOUR LOCAL POKÉMON GYM might seem to be open all the time, but even Gym Leaders go home sometimes! Head to Canalave City and take the boat over to Iron Island for a friendly social call to the home of Gym Leader Byron. He must be pleased to see you, because he'll give you the Metal Coat, a held item that increases the power of Steel-type moves.



TRADING FACES

MAYBE BYRON SENSED your need for a filled Pokédex, because the Steel Coat he gives you is necessary for the Evolution of two different Pokémon! If Scyther holds it while being traded, it will evolve into Scizor. If Onix holds the Metal Coat during a trade, it evolves into Steelix.



OLD CHATEAU

In the eerie depths of Eterna Forest is a rundown mansion where few dare to tread, including the Eterna Gym Leader, Gardenia. Maybe it's haunted. Well, there's only one way to know for sure...

MOVES REQUIRED TO COMPLETE THIS AREA

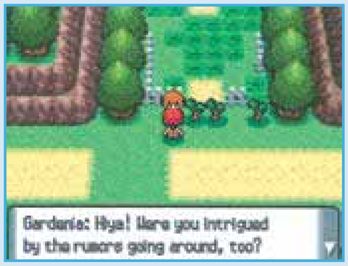
CUT





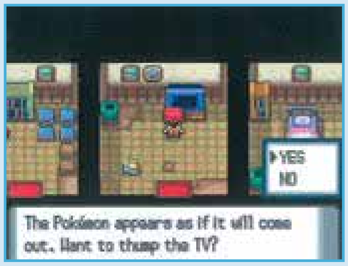
STEP 1 GARDENIA GUARDING THE GATE

THERE'S SOME SUSPICIOUS ACTIVITY going on around the old chateau, and it isn't just gardenia hanging around outside all the time that's the problem. when you talk to her, it's pretty clear that something is going on, and she'd like you to go inside and investigate.



STEP 2 ONLY IN PRIME TIME

WHEN THE SUN'S SHINING high in the sky, there's nothing weird at all about the Old Chateau. It's just an old rickety building. But come back later during the hours of 8pm and 4am, and there's something weird going on with the television on the second floor. There's a Pokemon in the TV, and it isn't just a show... it's Rotom!

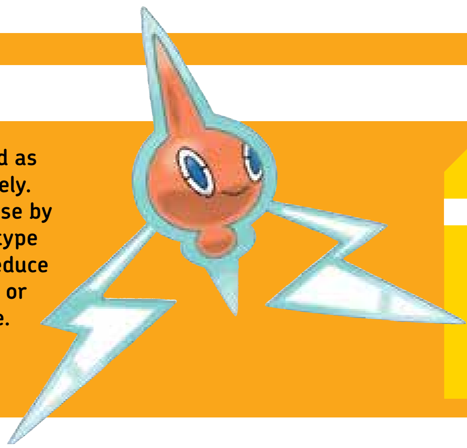


A REPEAT WORTH WATCHING

IF YOU ACCIDENTLY defeat Rotom in battle instead of trying to capture it, fear not—Rotom really likes that television set, and will return the following evening. Once you capture it, though, that's the final show at the Old Chateau.

CAPTURE ROTOM!

ROTOM GETS BY on being elusive, not strong, and as such high-powered moves could take it out entirely. If you're going for the capture, show a little finesse by using Electric-, Poison-, Flying-, Bug-, or Steel-type moves that only do half damage and gradually reduce Rotom's HP. For ease of capture, use a Dusk Ball or Nest Ball to Snatch this Electric-and-Ghose-type.



Rotom
Lv 15
Electric-Ghost

Abilities:
- Levitate

Moves:
- Thunderstruck
- Confuse Ray
- Uproar
- Double Team

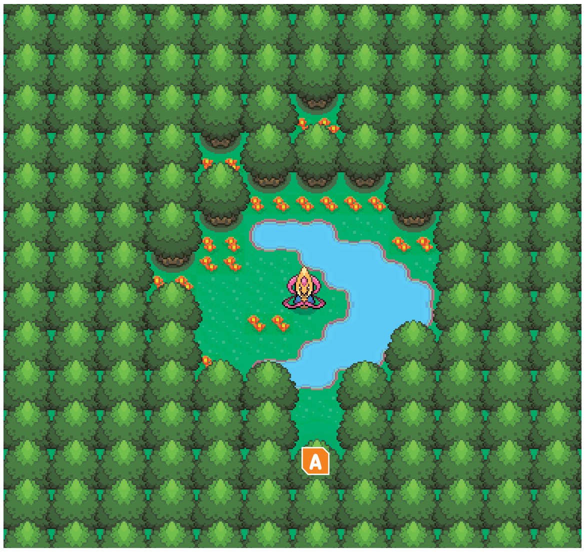
FULLMOON ISLAND

There's a small boy who can't wake up from a terrible nightmare, and the solution may lie on this small island with a crescent-shaped pond.

OBTAINABLE ITEMS

OBTAINABLE ITEMS
☐ Lunar Wing

INSIDE THE FOREST



FULLMOON ISLAND



STEP 1 ELDRITCH FAMILY CRISIS

IF YOU PAY A HOUSE CALL to Sailor Eldritch in Canalave City, you'll find that his son is in terrible trouble. The boy has been possessed by nightmares and cannot wake up! Luckily the kid has a pretty smart dad who has a plan to save his son. He asks you to head to Fullmoon Island to retrieve an item called the Lunar Wing. He'll even give you a ride, so hop on board the boat and save his son!



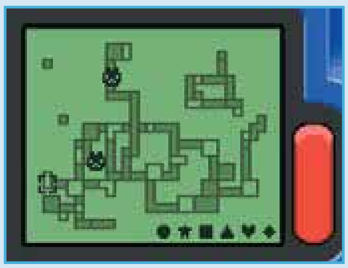
STEP 2 THROUGH THE WOODS

OFF THE BOAT AND INTO the woods you should go, where you'll encounter the strange sight of Cresselia sitting in the clearing. Though it's still at first, when you try and talk to this luminous Psychic-type Pokémon, it will flee, leaving behind your desperately-needed Lunar Wing.



STEP 3 THROUGH THE WOODS

ONCE YOU'VE SAVED THE BOY, you can continue on your quest to fill out your Pokédex. Why not start out with Cresselia, which is now wandering all around the Sinnoh region? Sinnoh might be big, but it won't be hard to track down this wandering Pokémon – the Marking Map on your Pokétch can do it for you (see pg 412). Haven't found the elusive Mesprit yet? That Pokémon will be tracked on the map as well.



IRON ISLAND – NO ENTRY

WITH HIS SON in trouble, Sailor Eldritch doesn't have time to be taking day trips to Iron Island. So until you travel to Fullmoon Island and retrieve the Lunar Wing for Eldritch, Iron Island will be off-limits.

AWAKEN, AWAKEN

RETURN TO SAILOR Eldritch's house with the Lunar Wing, where its awesome power will revive the sleeping boy, granting him (and his family) a happy ending.

CAPTURE CRESSELIA!

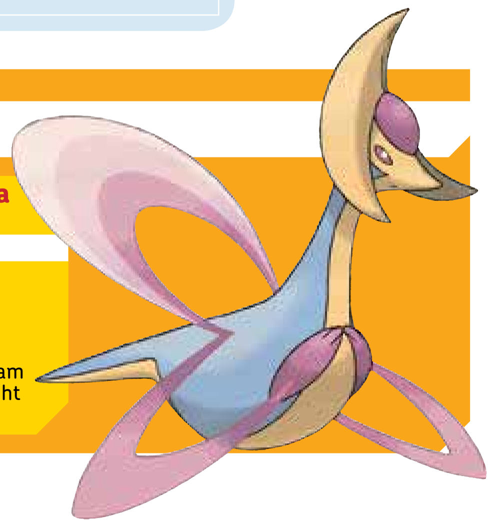
CRESSELIA SURE LOVES TO FLEE, which makes it impossible to engage in battle. Unless of course, you have Zubat or Golbat use Mean Look to pin it in place. With that done, whittle down Cresselia's HP with Fighting- or Psychic-type moves before you throw out a Poké Ball to end this capture.

Cresselia
Lv 50

Psychic

Abilities:
- Levitate

Moves:
- Mist
- Aurora Beam
- Future Sight
- Slash





SPRING PATH, SENDOFF SPRING, TURNBACK CAVE

The land of Sinnoh has many twists and turns for such an intrepid adventurer as yourself, not the least of which is the Spring Path that leads you to the beautiful Sendoff Spring, which in turn, takes you to the enigmatic Turnback Cave...

MOVES REQUIRED TO COMPLETE THIS AREA

DEFOG · ROCK CLIMBING



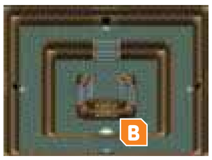
■ ROUTE 214



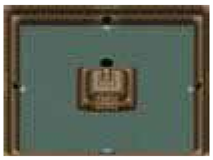
■ SENDOFF SPRING



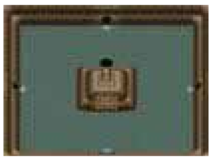
■ TURNBACK CAVE ENTRANCE



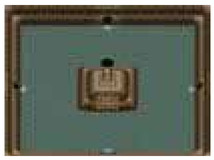
■ TURNBACK CAVE PILLAR RM1



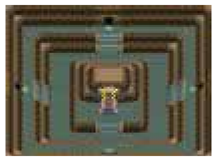
■ TURNBACK CAVE PILLAR RM2



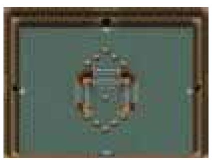
■ TURNBACK CAVE PILLAR RM3



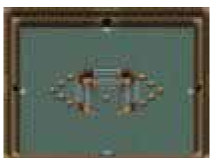
■ TURNBACK CAVE GIRATINA'S ROOM



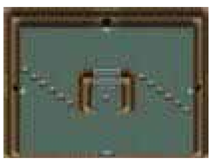
■ RM1



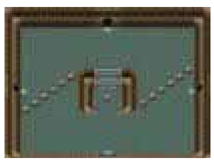
■ RM2



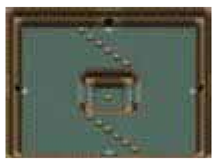
■ RM3



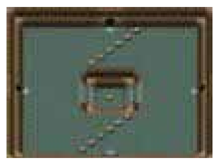
■ RM4



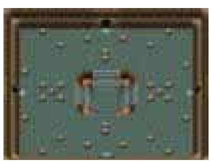
■ RM5



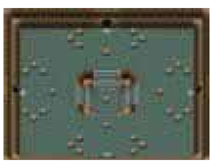
■ RM6



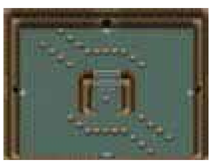
■ RM7



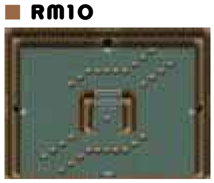
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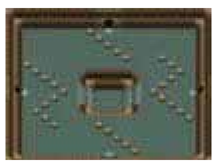
■ RM9



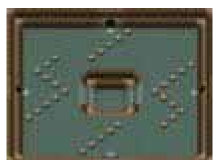
■ RM10



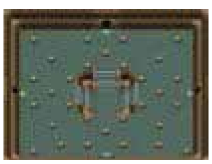
■ RM11



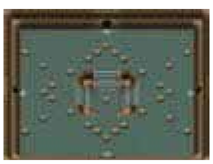
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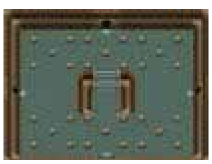
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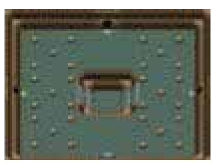
■ RM14



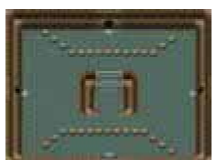
■ RM15



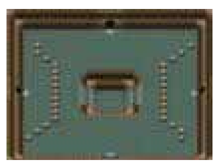
■ RM16



■ RM17



■ RM18



STEP 1 MAKE THE TURN ON ROUTE 214

THOSE WOODS OVER by Route 214 were pretty thick before, but now a path has been mysteriously cleared on the east side of the route. Could it be related to you getting the National Pokédex? This is the Spring Path, which takes you to Sendoff Spring. It's pretty, isn't it? You won't get to enjoy the view for long—your goal is the cave entrance on the other side of the water, which takes you into Turnback Cave.



STEP 2 PILLAR OF THE COMMUNITY

MAYBE YOU SHOULD HAVE taken the name to heart, because inside Turnback Cave is a confusing maze of rooms that may lead you in circles. There are twenty-one rooms to get lost in, and only three of them really matter—the Pillar Rooms. These rooms are the ones you need to find. The other eighteen are only there to trip you up. Once you've entered all three Pillar Rooms, the next door you pass through will take you straight to the final destination, Giratina's Room.



THIRTY IS BUST

WHEN YOU REACH a Pillar Room, check the pillar itself for some vital information. Two numbers are printed on the pillar—the top number indicates the number of the pillar, while the bottom number indicates the number of rooms you have passed through. If the bottom number is more than thirty, the next room you end up in will be the entranceway.

CAPTURE GIRATINA!

HIT IT FAST AND HIT IT HARD with a massive blast from some Ice-, Ghost-, Dragon-, or Dark-type moves. Once Giratina's HP has been cut down significantly, whittle the rest down with Fire-, Water-, Grass-, Electric-, Poison-, and Bug-type moves so that you don't knock it out but it's weak enough to capture.

Giratina
Lv 70
Ghost-Dragon

Abilities:
- Pressure

Moves:
- Shadow Force
- Heal Block
- Earth Power
- Safeguard



STEP 3 CLEAN YOUR ROOM

NOW THAT YOU'VE CAPTURED Giratina, claim the rest of your booty by going back to its room. The item you'll get depends on how many rooms it takes for you to get there. Three rooms will gain you the Reaper Cloth. Four to fifteen rooms and you'll find a Rare Bone. If it takes you sixteen or more, you'll have Stardust waiting for you.









SNOWPOINT TEMPLE

This sacred temple is not for the casual sightseer, and in the past, you haven't been able to enter. However, with your recent spate of accomplishments, you're no amateur anymore, and you've got the word of Gym Leader Candice and Pokémon League Champion Cynthia to back you up.

MOVES REQUIRED TO COMPLETE THIS AREA



ROCK SMASH | STRENGTH

OBTAINABLE ITEMS

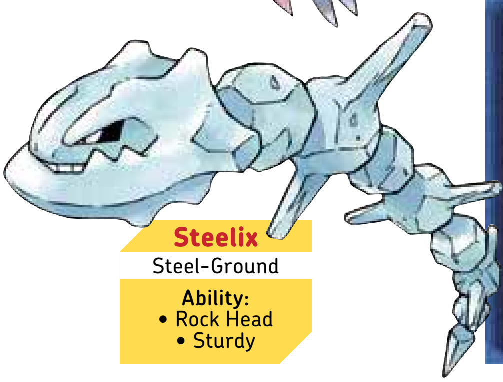
OBTAINABLE ITEMS	
☐ Calcium	☐ NeverMeltIce



Golbat
Poison-Flying
Ability:
• Inner Focus



Sneasel
Dark-Ice
Ability:
• Inner Focus
• Keen Eye



Steelix
Steel-Ground
Ability:
• Rock Head
• Sturdy

■ 1FL



■ B1F



■ B2F



■ B3F



■ B4F



■ B5F



STEP 1 GATHER THE REGIS

DID YOU SOLVE THE PUZZLE to catch the Legendary trio of Regirock, Regice, and Registeel back in the Hoenn region? If you didn't, you might want to go back to your GBA games and do so. If you did, transfer those three over from your game pak and catch them in Pal Park, then drop them into your party before heading off to Snowpoint Temple.



STEP 2 I'M WITH HER

BACK WHEN YOU WERE but an ambitious young Trainer, a woman blocked your way into Snowpoint Temple, because you just weren't cool enough. Now that you have the National Pokédex, Candice is willing to vouch for you, and she talks the woman into letting you inside these hallowed grounds.



STEP 3 THE GIANT STATUE DEPARTMENT IS ON B5F

THE FLOORS ARE SLIPPERY, but with some smarts and a little patience, you can skate your way down to the fifth basement. In the center of the room is a huge statue of the Legendary Regigigas. Funny that its name begins with "Regi," less funny if you have Regirock, Regice, and Registeel in your party, because you see, then the statue will come to life!



THE GEM COLLECTION

REGIROCK, REGICE, AND REGISTEEL are native only to the Hoenn region, so if you need to catch one to bring over to your Pokémon Diamond or Pearl versions, you must play Pokémon Ruby, Sapphire, or Emerald and then transfer them over with the dual slot function.



REGIROCK



REGICE



REGISTEEL

CAPTURE REGIGIGAS!

IT'S BIG AND POWERFUL, so you don't want to waste time in taking down its HP. Start off with Fighting-type moves for a quick and severe blow, and then nibble away at Regigigas' HP with lower strength moves that aren't Fighting-type.

Regigigas
Lv 70
Normal

Abilities:
- Slow Start

Moves:
- Confuse Ray
- Stomp
- Superpower
- Zen Headbutt



POST-GAME SCENARIO

VICTORY ROAD AND ROUTE 224



Maybe you thought you'd seen everything after your first visit to Victory Road, but there's a lot more to the cavern, and plenty past it! After you obtain the National Pokédex, you'll gain access to Route 224, which plays like a highlights reel of the Sinnoh region – grassy field, beach, rocky terrain, and even a little mystery.

MOVES REQUIRED TO COMPLETE THIS AREA

- ROCK SMASH
- DEFOG
- SURF
- STRENGTH
- ROCK CLIMB
- WATERFALL

OBTAINABLE ITEMS

BEFORE RECEIVING THE NATIONAL POKÉDEX

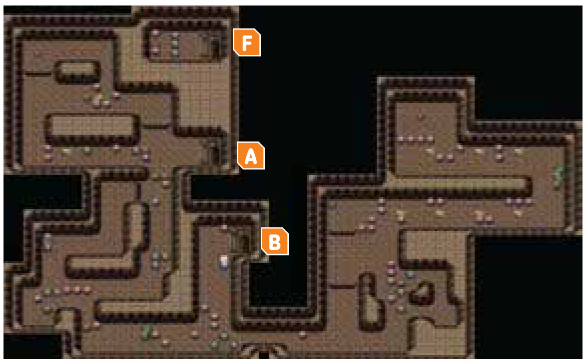
☐ TM41 Torment	☐ TM59 Dragon Pulse
☐ Full Heal	☐ Rare Candy
☐ Max Ether	☐ Razor Claw
☐ Full Restore	☐ TM79 Dark Pulse
☐ TM71 Stone Edge	☐ Zinc

AFTER RECEIVING THE NATIONAL POKÉDEX

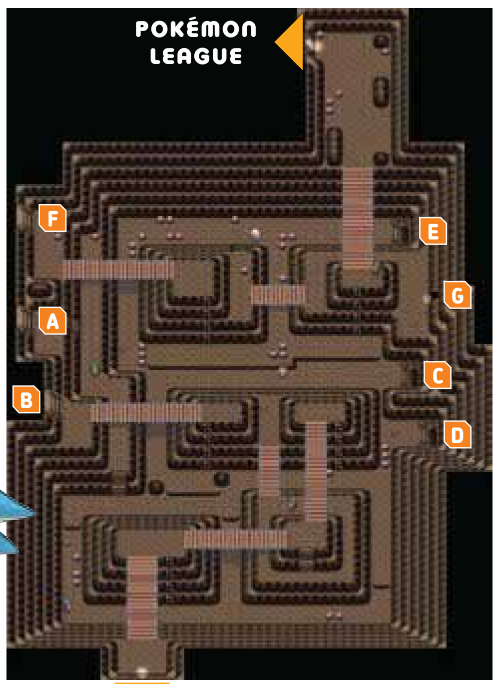
☐ Dusk Stone	☐ Nanab Berries x3
☐ Elixir	☐ Wepear Berries x3
☐ Big Pearl	☐ Rare Candy
☐ Leftovers	☐ Destiny Knot
☐ Sitrus Berry x2	☐ Razor Claw
☐ Bluk Berries x3	



■ 2FL



■ 1FL



POKÉMON LEAGUE (TO SUNYSHORE CITY)



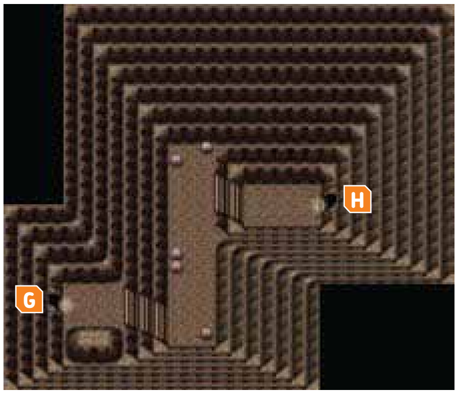
Lapras
Water-Ice
Abilities:
• Water Absorb
• Shell Armor



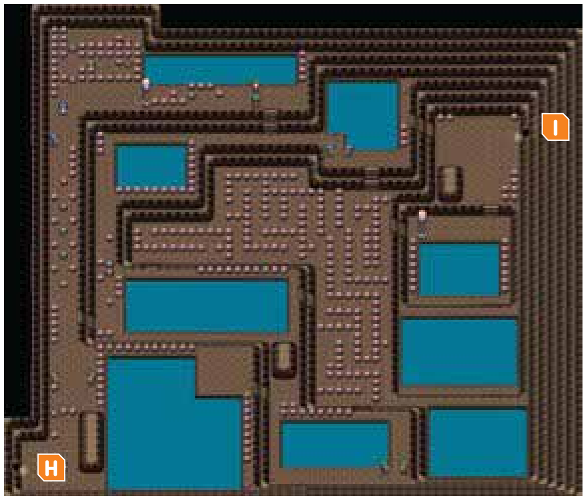
MARLEY



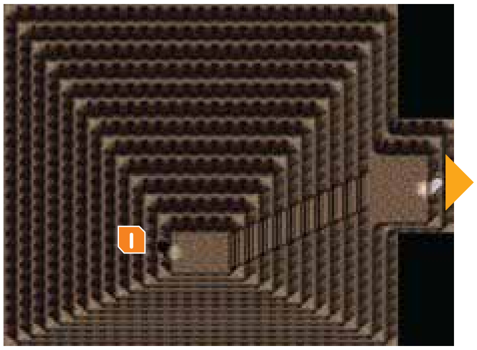
1FL (BACK 1)



1FL (BACK 2)



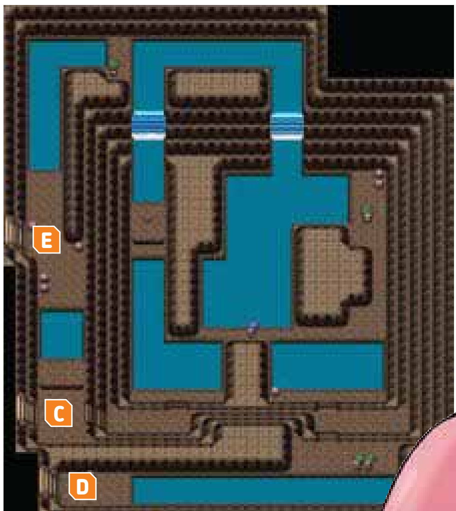
1FL (BACK 3)



ROUTE 224



B1F

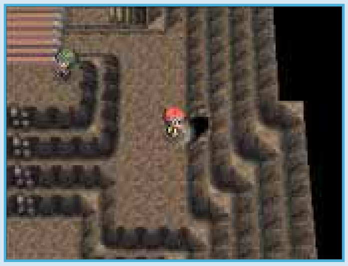




Luvdisc
Water
Ability:
• Swift Swim

STEP 1 STAND ASIDE

NOW THAT YOU HAVE the National Pokédex, you've got a bit more clout to get where you want to go. If you want to pass through the side door at Victory Road, well, the man who was blocking the door really isn't going to stop you now. Step through to access the back rooms, taking you into the inner area.



STEP 2 TWO CAN BE AS BAD AS ONE

IN THE SECOND BACK ROOM you'll meet a girl named Marley whose apparel might hint at a slightly dark way of looking at the world. Perhaps that's why she's in this cave all by herself. However, she doesn't want to be by herself anymore and would appreciate your help in getting to the exit. She'll show her appreciation by restoring your Pokémon's HP and PP after every battle.

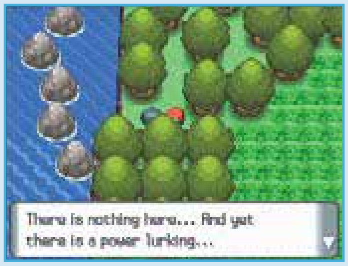


DOUBLE THE FUN

MARLEY ISN'T CONTENT to sit back and let you and your Pokémon do all the work. Every battle in the cave will be a Double Battle, and she even has the moves to back you up, like her Arcanine's Helping Hand.

STEP 3 THE ROUTE OF THE MATTER

STEP INTO THE LIGHT and find yourself on Route 224, where there are Trainers to battle, items to collect, and wild Pokémon to catch. It's a nice remote area where you can enjoy yourself and not worry about trivial things.

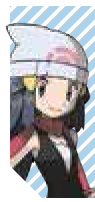


ON THE SEA A SHINING STONE

HEAD TO THE NORTH END of Route 224 and you'll encounter a Big Stone Plate that gleams and glistens in the sun. But other than that, there's nothing particularly remarkable about it, even if Marley did say something about it and Pokémon before she left...



FIGHT AREA

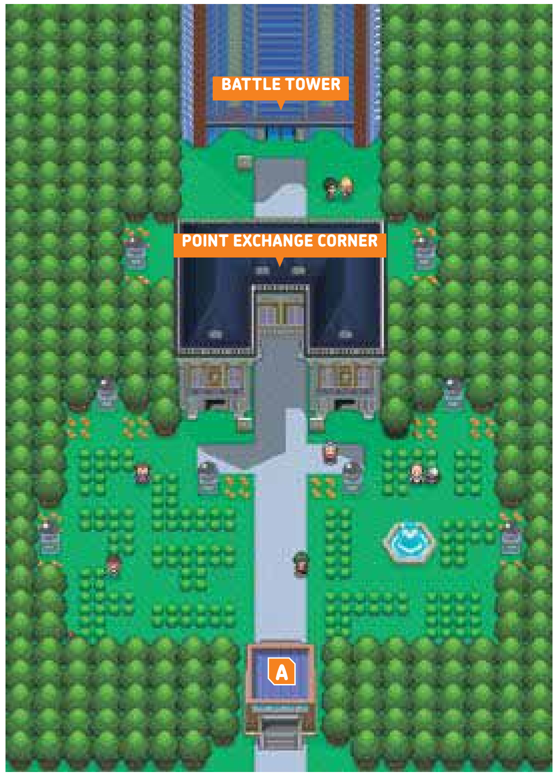


So you've finally followed your rival's suggestion and ventured forth from Snowpoint City to land in this small port town where the people just love to battle. Is this your next challenge?

OBTAINABLE ITEMS

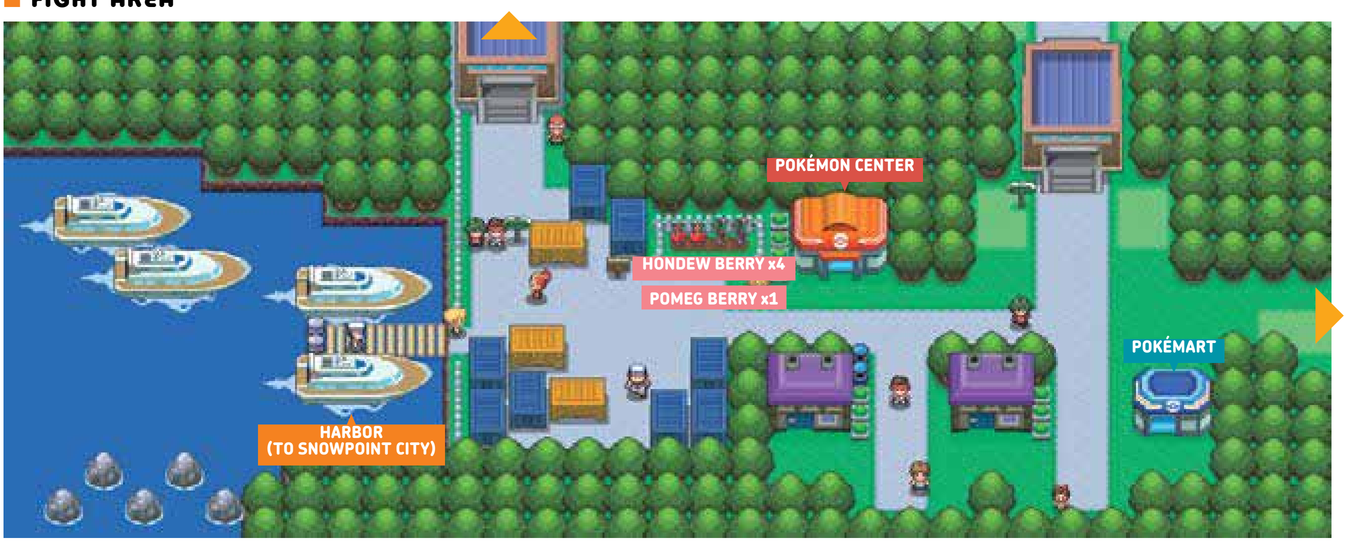
OBTAINABLE ITEMS	
☐ Super Rod	☐ Scope Lens
☐ Pomeg Berries x2	☐ Point Card
☐ Hondew Berries x4	☐ Razor Fang

BATTLE PARK



FIGHT AREA

ROUTE 225
(TO SURVIVAL AREA)



ROUTE 230
(TO RESORT AREA)



STEP 1 BUCKING THE RIVALRY

YOU HAVE TO WONDER if your rival is using the Marking Map on you, because he comes running when you get off the boat from Snowpoint City. He's utterly hyped up, determined to use his time in the Fight Area to become the strongest Trainer. However, a Trainer named Buck takes issue with that, and lets you know he's headed off to the volcano to prove that's he's the one and only, and your rival doesn't stand a chance.



STEP 2 IT'S SUPER ROD, THANKS FOR ASKING

OVER BY THE GATE to Route 225, a fisherman is just standing around. If you give him a bit of your time though, he'll give you the Super Rod in return. This will open up a whole new level of fishing for you by allowing you to catch an even greater variety of Pokémon, some with higher levels to boot.



GO FISH!

THE SUPER ROD truly is super, because it will even let you catch Pokémon that hail from other regions, like Poliwhirl and Relicanth, which is fantastic news for your National Pokédex.



STEP 3 SCOPE IT OUT

YOU COULD SHOP for the usual inventory of items at the Pokémart, or you could talk to the nice old lady in the hat, who will be happy to give you the Scope Lens. Give it to your Pokémon to really improve their effectiveness in battle, increasing their chances for a critical hit.



STEP 4 INTO THE FRAY

IN THE NORTH END of the Fight Area is the Battle Park, the ultimate destination in Sinnoh for Trainers who just love to battle. When you walk in, the attendants at the reception counter will give you a Point Card to keep track of the points you earn for every seven consecutive wins in the Battle Tower.



BLONDE AMBITION

A BLONDE GENTLEMAN will bump into you as you exit the Battle Tower. Looks like these collisions are hereditary, because he's your rival's father. Not only that, but he has an impressive pedigree—you see, he's also the Tower Tycoon.

STEP 5 BATTLE OF THE TOWER STARS

THE MAIN ATTRACTION of the Battle Park is the Battle Tower, which will give you a good marathon of battling that will test your skills and resolve. Tower Tycoon Palmer will appear as your opponent in the 21st and 49th battles. Aim for the top and knock out as many consecutive wins as possible.




PALMER

STEP 6 THE REMATCH OF REMATCHES

TAKE A LITTLE WEEKEND TRIP to the Battle Tower on Saturday or Sunday and you'll see your rival hanging around. He's still determined to be the best, so if you speak to him, he'll challenge you to a battle of course.



BIGGER AND BETTER

IF YOU TAKE ON the Elite Four and the Champion for a rematch at the Pokémon League and enter the Hall of Fame more than twenty times, you will find that your rival's been working out too, and now his Pokémon are much stronger. When you need a formidable opponent, he's your guy.



RIVAL BATTLE

Since you last encountered him at the Pokémon League, his Pokémon have gone up 10 or 11 levels, so watch out!



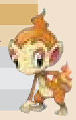
IF YOU CHOOSE TURTWIG:

POKÉMON	LEVEL	TYPE
Staraptor ♂	Lv 58	Normal-Flying
Floatzel ♂	Lv 59	Water
Heracross ♂	Lv 60	Bug-Fighting
Roserade ♂	Lv 59	Grass-Poison
Snorlax ♂	Lv 60	Normal
Infernape ♂	Lv 64	Fire-Fighting



IF YOU CHOOSE CHIMCHAR:

POKÉMON	LEVEL	TYPE
Staraptor ♂	Lv 58	Normal-Flying
Roserade ♂	Lv 59	Grass-Poison
Heracross ♂	Lv 60	Bug-Fighting
Rapidash ♂	Lv 59	Fire
Snorlax ♂	Lv 60	Normal
Empoleon ♂	Lv 64	Water-Steel



IF YOU CHOOSE PIPLUP:

POKÉMON	LEVEL	TYPE
Staraptor ♂	Lv 58	Normal-Flying
Floatzel ♂	Lv 59	Water
Heracross ♂	Lv 60	Bug-Fighting
Rapidash ♂	Lv 59	Fire
Snorlax ♂	Lv 60	Normal
Torterra ♂	Lv 64	Grass-Ground



STEP 7 MOUNTAIN CLIMBER

WITH ALL THIS COMMOTION, don't forget about Buck, the Trainer who you met upon your arrival in the Fight Area. It's one thing when he says he's going to be the best Trainer, but climbing a volcano? Best to go to Stark Mountain and see what he's up to.



CHALLENGE THE BATTLE TOWER

Go the distance with a team of time-tested Pokémon.



FOR MANY POKÉMON TRAINERS, it's all about Pokémon battling, and the Battle Tower is the ultimate realization of that. Trainers can come to this hallowed ground to battle alone, or face off against friends and strangers from across the world. Who will you battle next, and how many opponents can you lay waste to?



THE RULES

1. ALMOST ANY POKÉMON UP TO Lv 50 CAN PARTICIPATE (OPPONENTS WILL BE Lv 50 AS WELL).
2. ANY POKÉMON OVER Lv 50 WILL BE LOWERED TO Lv 50 FOR THE DURATION OF THE BATTLE.
3. TWO OR MORE OF THE SAME POKÉMON CANNOT BE ENTERED TOGETHER IN A BATTLE.
4. POKÉMON ARE NOT ALLOWED TO HOLD THE SAME ITEMS, ALL HELD ITEMS MUST BE DIFFERENT.
5. LEGENDARY POKÉMON LIKE DIALGA AND PALKIA ARE NOT ALLOWED TO BATTLE.



CHARACTERISTIC 1: THERE ARE FOUR DIFFERENT TYPES OF BATTLES

THE GREAT THING about the Battle Tower is that you can engage in four different types of competition. You can try Single Battle, Double Battle, Multi Battle, or Wi-Fi Battle. Each division keeps its own records, tracking the number of consecutive wins in each category. Go for a quadruple record!

BATTLE FORMS

SINGLE BATTLE

Take 3 Pokémon into battle from your party and face off against a continuous line of opponents. Keep an eye out for your 21st and 49th battles, since you'll be facing off against Palmer, the Tower Tycoon.



DOUBLE BATTLE

Take 4 Pokémon and battle your opponent in a 2-on-2 battle. With so many Pokémon on the field, your Pokémon should use moves that compliment each other and really take advantage of having a teammate.



MULTI BATTLE

Pick out 2 Pokémon and head into the fray with a friend (and their Pokémon) at your side, facing off against another team in a 2-on-2 battle.



WI-FI BATTLE

Pick out 3 Pokémon and head out into the wide world of the Internet with them, using the Nintendo Wi-Fi Connection to face off in a Single Battle against any player in the entire world.





CHARACTERISTIC 2: EXCHANGE BATTLE POINTS FOR ITEMS

TAKE ON THE BATTLE TOWER and for every consecutive seven wins, you'll earn Battle Points, which can be exchanged for items that can increase stats, held items, and even TMs. The more you win, the more you earn, and the more you earn, the more you can buy to make your team even stronger and prepared for battle.

BATTLE TOWER PRIZE ITEMS

ITEMS	BP COST
Protein	1
Calcium	1
Iron	1
Zinc	1
Carbos	1
HP Up	1
Power Bracer	16
Power Belt	16
Power Lens	16
Power Band	16
Power Anklet	16
Power Weight	16
Toxic Orb	16
Flame Orb	16

ITEMS	BP COST
White Herb	32
Power Herb	32
Bright Powder	48
Choice Band	48
Focus Band	48
Scope Lens	48
Muscle Band	48
Focus Sash	48
Choice Scarf	48
Razor Claw	48
Razor Fang	48
Rare Candy	48
TM06 Toxic	32
TM73 Thunderwave	32

ITEMS	BP COST
TM61 Will-O-Wisp	32
TM45 Attract	32
TM40 Aerial Ace	40
TM31 Brick Beak	40
TM08 Bulk Up	48
TM04 Calm Mind	48
TM81 X-Scissor	64
TM30 Shadow Ball	64
TM53 Energy Ball	64
TM36 Sludge Bomb	80
TM59 Dragon Pulse	80
TM71 Stone Edge	80
TM26 Earthquake	80

CHARACTERISTIC 3: EARN ITEMS FOR CONSECUTIVE WINS

ONCE YOU RACK UP a certain number of wins in a row with no defeats to break the streak, you will be rewarded with rare ribbons and decorative goods, unique to the Battle Tower and not found anywhere else in all of Sinnoh. Meet certain conditions, and the prizes will be awarded you at the reception desk. The best item, the Gold Trophy, is the hardest to get, but if you can stomach 100 consecutive wins, it's yours to take.

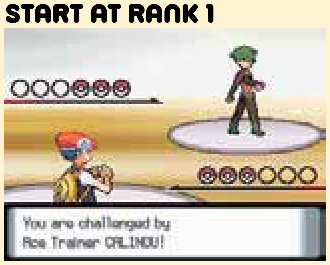
PRIZES FOR CONSECUTIVE WINS

ITEMS	CONDITIONS
Ability Ribbon	Defeat the Tower Tycoon (1st time)
Great Ability Ribbon	Defeat the Tower Tycoon (2nd time)
Double Ability Ribbon	Win 50 consecutive times in Double Battle
Multi Ability Ribbon	Win 50 consecutive times in Multi Battle
Pair Ability Ribbon	Win 50 consecutive times in Connection Multi Battle
World Ability Ribbon	Reach 5th Rank in Wi-Fi Battle
Bronze Trophy	Win 20 consecutive times in Single Battle
Silver Trophy	Win 50 consecutive times in Single Battle
Gold Trophy	Win 100 consecutive times in Single Battle

CHARACTERISTIC 4: BATTLE POKÉMON FANS FROM ALL OVER THE WORLD

CONNECT TO THE NINTENDO WI-FI Connection and you will have access to the best-of-the-best, downloading the information of Pokémon Trainers from across the globe. You can test your skills against their teams of Pokémon, working your way up through the ranks. The seventh Trainer you face will always be one of the champions who have proven themselves with spectacular results. Work hard, keep winning and someday you too might be one of these champions.

START AT RANK 1



You start out in Rank 1, but winning will raise your rank. The inverse is also true – if you lose, your rank will go down.

BATTLE A CHAMPION



Your seventh opponent will be a champion leader uploaded via the Nintendo Wi-Fi Connection.

ROUTE 225 AND SURVIVAL AREA



The route is a bit tricky to navigate, with many twists and turns and Trainers to battle, but once you complete the trek north and reach the Survival Area, it all comes together, as this is where Trainers go to challenge themselves in the art of Pokémon battling.

MOVES REQUIRED TO COMPLETE THIS AREA

CUT
SURF
ROCK CLIMB




OBTAINABLE ITEMS

OBTAINABLE ITEMS	
☐ HP Up	☐ Rare Candy
☐ Ultra Ball	☐ Revive
☐ Lax Incense	☐ Fresh Water
☐ Dubious Disc	☐ Tamato Berries x2
☐ Dawn Stone	☐ Kelpsy Berries x2
☐ TM42 Facade	



Roselia
Grass-Poison
Abilities:
• Natural Cure
• Poison Point



Spearow
Normal-Flying
Abilities:
• Keen Eye



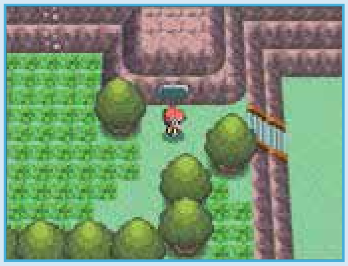
Rattata
Normal
Abilities:
• Run Away
• Guts



Poliwag
Water
Abilities:
• Water Absorb
• Damp

STEP 1 GO NORTH, YOUNG TRAINER

GO THROUGH THE GATE on the north side of the Fight Area and there you are on Route 225. Take the turns, go over the bridges, climb the stairs, and battle the Trainers who stand in your way. Eventually you'll hit a cliff to the north, and that's your cue to turn right and head east, eventually ending up in the Survival Area.



NOT SALT WATER

IF YOUR POKÉMON needs a cool refreshing gulp of Fresh Water, check out the house on Route 225. A boy there will give you one for free, useful for restoring a Pokémon's HP by 50 points.

STEP 2 WISDOM FROM THE ELDERLY

SINCE YOU were heading to Stark Mountain anyway, you might want to learn a bit more by dropping by the house west of the Pokémon Center. The old man there knows all about the creation story behind the mountain. You see, when Sinnoh was created, a fireball flew out and became the Pokémon that created the volcano. The Magma Stone was later placed there to calm the raging fires.



WHAT A COMMUTE!

THERE'S A HOUSE just above the town, on a high cliff hanging off the mountain. Despite your best efforts, you just don't see any way to climb up there from inside town. You'll actually have to head to Route 226 and climb the cliff using HM Rock Climb. And once that's all said and done, when you visit the man living in said house, he's got nothing for you. How disappointing!

STEP 3 BE BOLD, BE ADVENTUROUS

HEY, THAT OLD MAN told you a great story, and you know Buck is headed that way, so it looks like you really should be getting along to Stark Mountain. Head east on Route 226 and then make a turn north to begin the ascent on Route 227.



AFTER VISITING STARK MOUNTAIN
YOU AND BUCK NEED TO HAVE A LITTLE CHAT

BUCK MIGHT HAVE given you the slip back at the mountain, but head right back to the Survival Area to the house where the old man lives and there he is again. Turns out this old dude is his grandfather, and Buck will actually listen to his granddad when the geezer says that the Magma Stone needs to stay at the volcano. Buck will head back to Stark Mountain and you better make sure he puts things right.





ROUTES 226, 228, 229, AND 230

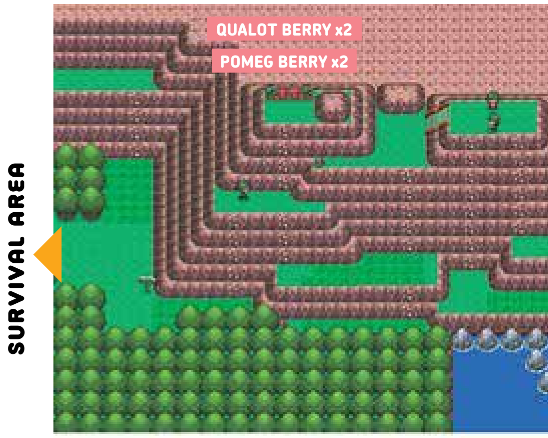
These four routes of land and sea encircle the Fight Area, Survival Area, and Resort Area, tying them together and providing you with plenty of opportunities for battling, learning about, and catching Pokémon.

MOVES REQUIRED TO COMPLETE THIS AREA

- CUT
- ROCK SMASH
- SURF
- ROCK CLIMB



■ ROUTE 226



Spheal
Ice-Water
Abilities:
- Thick Fat
- Ice Body



Cacnea
Grass
Abilities:
- Sand Veil



Seel
Water
Abilities:
- Thick Fat
- Hydration





Banette
Ghost
Abilities:
- Insomnia
- Frisk





ROUTE 227
(TO STARK MOUNTAIN)

ROUTE 228



OBTAINABLE ITEMS

OBTAINABLE ITEMS	
☐ Qualot Berries x4	☐ TM53 Energy Ball
☐ Pomeg Berries x2	☐ Protector
☐ Carbos	☐ Shiny Stone
☐ Lagging Tail	☐ Shed Shell
☐ Iron	☐ TM37 Sandstorm
☐ Hondew Berries x2	☐ Tamato Berries x2
☐ Reaper Cloth	☐ Full Restore
☐ Nugget	☐ Protein
☐ Grepa Berries x4	☐ Rare Candy
☐ Kelpsy Berries x4	

Hippowdon
Ground
Abilities:
• Sand Stream

Diglett
Ground
Abilities:
• Sand Veil
• Arena Trap

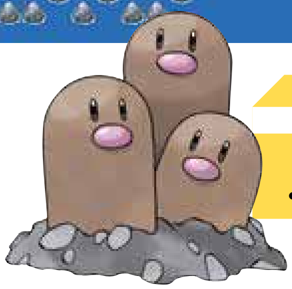


ROUTE 230

ROUTE 229



RESORT AREA

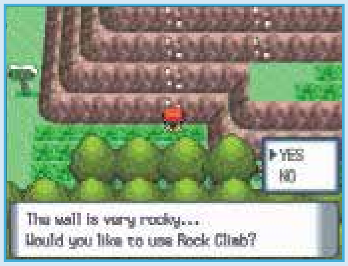


Dugtrio
Ground
Abilities:
• Sand Veil
• Arena Trap



STEP 1 BE A CLIMBER

THERE'S WATER AHEAD, but it's no easy sailing, and that's not because you don't have a boat. There's a bit of rocky territory ahead blocking your access to the sea, and you'll need HM Rock Climb to make this mountain a mole hill, so to speak. Once you have a Pokémon with the move at hand, getting to the next part of the route is easy-breezy.



STEP 2 MEISTER OF MANY TONGUES

JUST WHEN YOU THOUGHT your Pokédex-upgrading days were over, you come to this house in the middle of Route 226 where Meister lives. He's called Meister because he's a master of many languages, and you can be too, sort of. He'll upgrade your Pokédex so it can display the entries of fourteen different Pokémon in other languages, which you'll get to enjoy once you start trading with Pokémon players in other countries over the Global Trade Station.



FINNY FOREIGN FRIENDS

CATCH YOURSELF a Finneon and trade with Meister for a Magikarp. The Pokémon itself might not look like much, but its Pokédex description will certainly be different – it's in German!

STEP 3 FOLLOW THE NORTH STARK

IF YOU LEAVE the house and land ashore, there's a sign sitting in some grass, pointing the way to Route 227 and Stark Mountain. Head north, you're almost at the volcano!

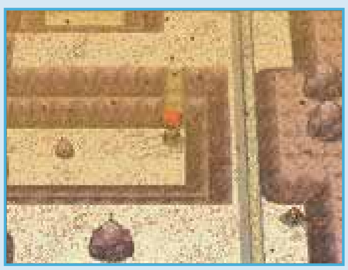


OR YOU COULD JUST SKIP IT

NOT REALLY IN THE MOOD to chase Buck for now? Or maybe you'll be back later? Instead of following the sign and going north, heading east will lead you to Route 228, which has its own adventures waiting for you, including the lovely Resort Area.

STEP 4 THE SAND KEEPS BEATING DOWN ON ME

YOU'VE SLOGGED THROUGH mud and trudged through snow, but now Sinnoh has a whole new thing for you to battle on your quest to simply move forward. A constant sandstorm plagues Route 228, making it hard to see, which is a big problem when you're looking for certain items. Your Bicycle will be a big help with retrieving all of the items here, allowing you to climb sandy slopes and cross narrow bridges.



NOT-SO-LOVELY WEATHER FOR BATTLING

THE SANDSTORM won't stop just because you've decided to stop, and every Pokémon battle you end up in will be whipped by the harsh sand, damaging all Pokémon except Rock-, Steel-, and Ground-types.

STEP 5 TEACH ME TUTOR

YOU'VE LEARNED A LOT from all that you've done, and the old man on Route 228 is ready to impart one special lesson. To your Pokémon, that is. To specific Pokémon, that is. You see, he can teach your Pokémon the three ultimate moves: Frenzy Plant, Blast Burn, and Hydro Cannon. They can only be taught to the final evolutionary stage of the starter Pokémon. That means the starter Pokémon of any region, so even the likes of Charizard, Feraligatr, and Sceptile can join in on the fun, along with Empoleon, Infernape, and Torterra.



BE A REPEAT CUSTOMER

KNOWLEDGE IS POWER, but the old man is not afraid of dispensing wisdom to eligible Pokémon when they are brought to him. You can return as many times as you want to have these three ultimate moves taught to whichever final Evolutions of starter Pokémon you wish.

STEP 6 THE TALES TOLD BY OLD MEN

DESPITE ITS HARSH CLIMES, Route 228 seems to be popular with the elderly set, and you'll see that the other house there is also occupied by a wise old man. This one's more into book learning, and he'll tell you all about how the word "universe" describes time and space. He also seems to have a lot of interesting books about the hidden power of Pokémon and the universe and galaxy, but unfortunately you can't read them, so you might as well let your imagination fill in the blanks.



STEP 7 NOW GO WEST YOUNG TRAINER

HEAD SOUTH out of Route 228 and you'll be greeted with the warm kiss of the sun on Route 229. There's a bit of access to the sea, and if you use HM Surf, you can travel to Route 230, and from there, head back to the Fight Area for some battling, healing, or whatever else your heart may desire.



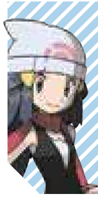
A NUGGET OF GENEROSITY

JUST BECAUSE he's sitting around in the shade doesn't make the man on Route 229 a bum. Talk to him and he'll call out something about "my Nugget" and then what do you know? He'll give you a Nugget! It's a pricey item that you can sell for 5000 Poké Dollars, so be grateful.

STEP 8 LAST RESORT

HEAD ON SOUTH from Route 229 and you'll find yourself at the Resort Area in no time. But before you kick back and relax, you might want to hunt around the grassy field for some items and Trainer battles.





ROUTE 227 AND STARK MOUNTAIN



Before Route 228 is a path that you might miss—the entrance to Route 227. It's a bit ashy, but you'll need it if you're going to Stark Mountain, which isn't just any old mountain – it's a volcano with a huge cavern of boiling lava.

MOVES REQUIRED TO COMPLETE THIS AREA

- ROCK SMASH
- STRENGTH
- ROCK CLIMB

OBTAINABLE ITEMS

ON YOUR FIRST VISIT

☐ Zinc	☐ Charcoal
☐ Life Orb	☐ Ether
☐ Escape Rope	☐ PP Up
☐ Burn Heal	☐ Full Restore
☐ Iron Ball	☐ Max Revive
☐ Calcium	☐ TM50 Overheat
☐ Rare Candy	

AFTER BUCK LEAVES

☐ Ultra Ball	☐ Max Elixir
☐ Nugget	

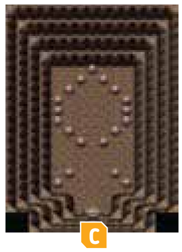
■ STARK MOUNTAIN (EXTERIOR)

■ ROUTE 227

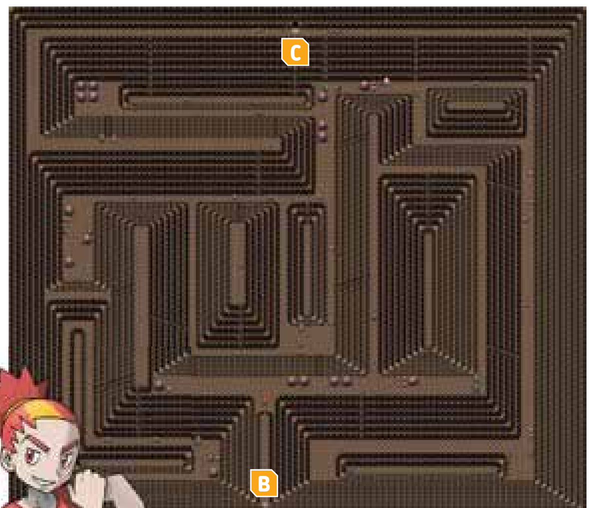


ROUTE 226 (TO SURVIVAL AREA)

■ STARK MOUNTAIN (INTERIOR 3)

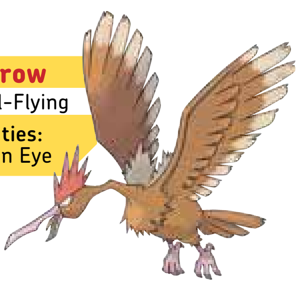


■ STARK MOUNTAIN (INTERIOR 2)



■ STARK MOUNTAIN (INTERIOR 1)





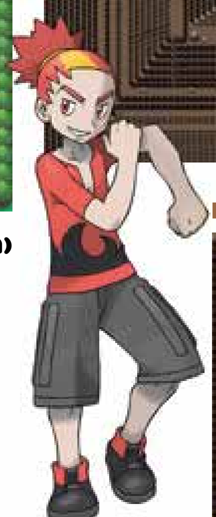
Fearow
Normal-Flying
Abilities:
• Keen Eye



Numel
Fire-Ground
Abilities:
• Oblivious
• Simple



Rhyhorn
Ground-Rock
Abilities:
• Lightningrod
• Rock Head



BUCK

STEP 1 WAKE UP AND SMELL THE RIVALRY

YOU KNOW WHAT THEY say about how it's a small world? You'll certainly believe it when you see two very familiar faces standing in front of a house on Route 227 – your rival and the Pastoria Gym Leader Wake! It's amazing that your rival stood still even this long, because as soon as you show up, he says he's going to do some treasure hunting at Stark Mountain and takes off. Spend some time talking to Wake a bit, and then take off for the mountain yourself.





Slugma
Fire
Abilities:
- Magma Armor
- Flame Body

STEP 2 SO MANY RIVALRIES, SO LITTLE TIME

HEAD UP THE HILL and cross the narrow bridge on your bike, but you won't get far past that by yourself – Buck happens to be waiting just on the other side, and he'd like to have a little chat with you. Of course, with him, it's not about camaraderie. He wants to have a little competition to see who can get the stone first.



KIND BUT STRICT

OLD PEOPLE IN HOUSES sure have been nice to you lately. Go inside the house where you met Wake and your rival to meet an old woman who's willing to let you rest up a bit inside her abode, restoring your Pokémon's HP and PP. She doesn't ask for anything in return except a little politeness, so be good when you're ready to leave, otherwise she won't let you go.

STEP 3 STRONG ARMED

YOU'RE AN OLD HAT at using HM Rock Smash to get rocks out of your way, but some just won't be broken, like the one blocking your way inside Stark Mountain. Use HM Strength instead to push it down the stairs and out of your path.





Camerupt
Fire-Ground
Abilities:
- Magma Armor
- Solid Rock

STEP 4 I SWEAR, I'LL BE YOUR FRIEND IF YOU DO THIS

ENTER THE SECOND ROOM of Stark Mountain to find Buck waiting for you. What happened to the competition to reach the goal first? It seems that the Pokémon are a bit tougher than Buck expected and he'd like to team up in order to get past them. That's fine, since you didn't want to race him anyway. Now you'll have a little help with your Pokémon battles, as everything will be a Double Battle with his Claydol, and he'll heal your Pokémon after every battle.



NO CLIMBING ZONE

BEING A MOUNTAIN, Stark Mountain has, of course, lots of rocks to climb. There also happens to be some items that can only be accessed with HM Rock Climb. Unfortunately, Buck doesn't seem to know Rock Climb, which means you're stuck on the ground for the time being. Once you've ditched him (or more likely, he's ditched you) you can come back and get the items. For now, just proceed to the back of the cavern using the stairs.



STEP 5 STEALING IS BAD

WHEN YOU ENTER the innermost room of Stark Mountain, you'll find the Magma Stone sitting there in a circle. Which Buck runs up and grabs – big surprise. It wouldn't be that big a deal, except that as soon as he grabs it, the mountain begins to shake. Remember what the old man said about the Magma Stone being used to calm the raging fires? Yeah, this isn't good. Not good at all.



TO GRANDFATHER'S HOUSE HE GOES

YOU'D THINK SOMEONE who just took a sacred stone from a mountain would be hard to find. Just head back to the house of the old man in the Survival Area, and that's where you'll find Buck, because the old man is his grandpa. After the old man mentions the connection between the stone and the mountain, Buck has a bit of a turnaround and heads to the mountain to put the Magma Stone back. Better keep an eye on him.

STEP 6 CLIMB YOUR WAY TO COOLER STUFF

WITHOUT BUCK to hold you down, you can use HM Rock Climb to explore every nook and cranny of the cavern, gathering up all the items that just so happen to be strewn about. There are items tucked away against the wall, inside pits, and up on small hills, so check everywhere.





AFTER TALKING TO BUCK AT THE SURVIVAL AREA
IT'S GETTING HEATRAN IN HERE

YOU KNOW THAT Buck headed to Stark Mountain to put the Magma Stone back, but he's nowhere to be seen. What you do find is something completely different, though – Heatran has appeared in the innermost cavern, and if you're daring enough, walk right up and start the battle.



CAPTURE HEATRAN!

CHILL THIS POKÉMON'S steaming temper with some Water- or Fighting-type moves, which will hammer its HP down. Then cool it down little-by-little with weaker moves like Grass- or Ice-type moves that only do 1/4 the damage, allowing you to toss out a Poké Ball when Heatran's HP is low for a successful capture. The only thing you need to watch out for is Heatran's Ability Flash Fire, which will make all of your Fire-type moves useless.



Heatran Lv 70
Fire-Steel

Abilities:
- Flash Fire

Moves:
- Scary Face
- Lava Plume
- Fire Spin
- Iron Head

RESORT AREA

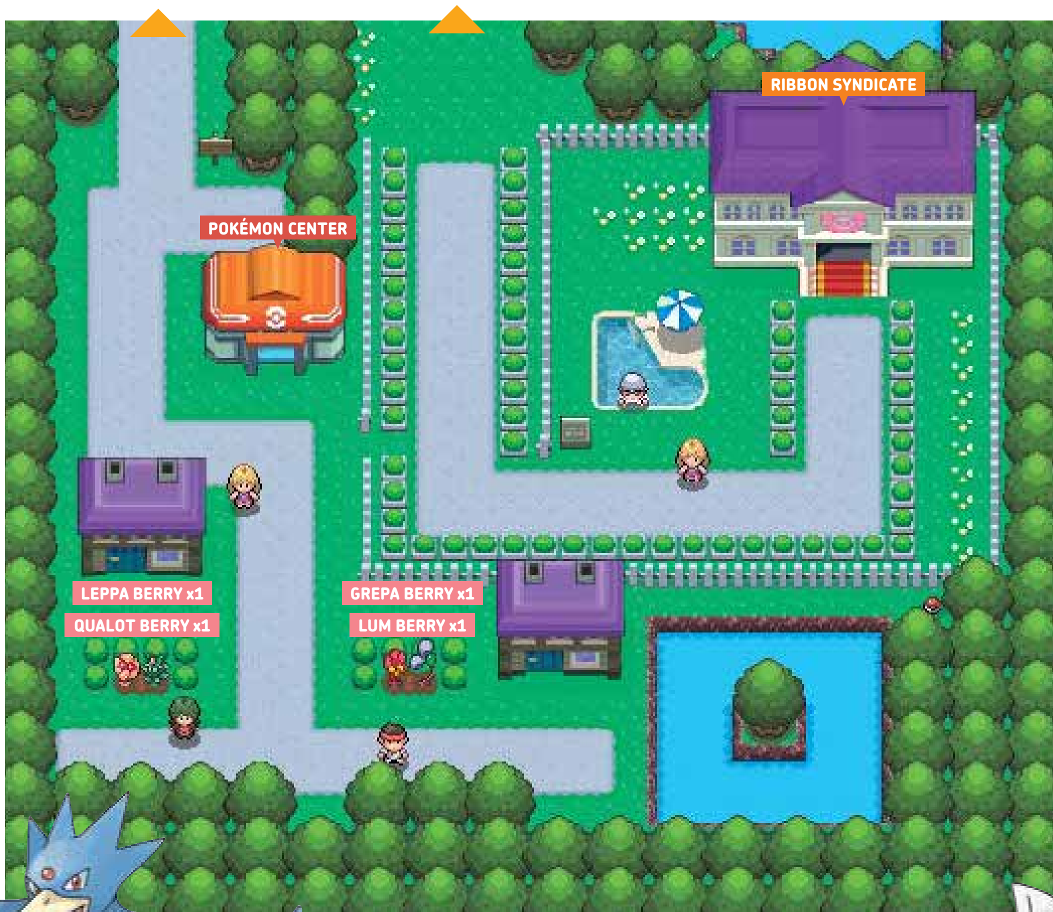


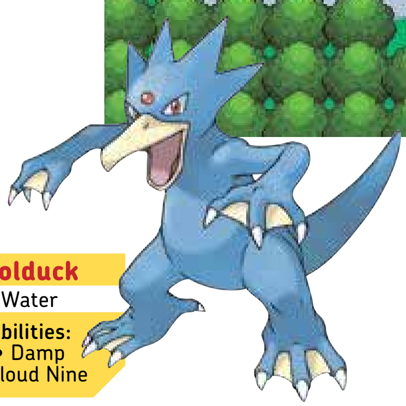
When it comes to Pokémon, not everything has to be about the battles! Here at the Resort Area, people can relax, swim, chat, and check out the Ribbon Syndicate, a very exclusive club that is looking for a very specific type of Trainer. Are you that type?

OBTAINABLE ITEMS

OBTAINABLE ITEMS	
☐ Nugget	☐ Leppa Berries x2
☐ Qualot Berries x2	☐ Grepa Berries x2
☐ Lum Berries	

ROUTE 229
(TO FIGHT AREA & SURVIVAL AREA)





Golduck
Water
Abilities:
- Damp
- Cloud Nine



Seaking
Water
Abilities:
- Swift Swim
- Water Veil



STEP 1 MEMBERS ONLY

THE BIGGEST BUILDING in the Resort Area belongs to the Ribbon Syndicate, which seems like a pretty ominous deal. They're pretty exclusive, and you need to have your lead Pokémon wearing at least 10 different kinds of ribbons to join. In fact, you can't even enter the building unless you're a member, and the blonde lady will muscle you out if you try to force your way in.



YOU KNOW YOU WANT IN

WANT TO JOIN the Ribbon Syndicate? It's easy enough – just compete in Super Contests or talk to Julia in Sunyshore City a lot, and you should accumulate enough ribbons to make that pushy blonde happy (see pg 296).

AFTER COLLECTING 10 KINDS OF RIBBONS
BUY EVEN MORE RIBBONS

ONCE THEY LET you into the Ribbon Syndicate, you can get even more ribbons by heading to the counter in the back and purchasing them from the shop lady. Of course, with everything you did to get in, these won't just be any old ribbons. They're really expensive ribbons! The Gorgeous Ribbon will set you back 10,000 Poké Dollars, the Royal Ribbon is 100,000 Poké Dollars, and the Gorgeous Royal Ribbon is a whopping 999,999 Poké Dollars! Hopefully it's everything the name says it is...



EXPIRES ON: NEVER

ONCE YOU'RE IN, you stay in. You'll always be able to walk into the Ribbon Syndicate and enjoy their amenities, even if your lead Pokémon has no ribbons. Now that's loyalty.

AFTER COLLECTING 10 KINDS OF RIBBONS
THE SPA TREATMENT

THEY TRY SO HARD to keep outsiders out, and no wonder – the second floor of the Ribbon Syndicate houses a relaxing Pokémon spa! Treat your lead Pokémon to a luxurious spa experience daily, and it will be happier and friendlier with you.



THE PLACE FOR A FRIENDLY FACE

THERE ARE QUITE a few Pokémon who evolve through Friendship, and what better way to make a Pokémon like you than by giving it the star treatment at the Pokémon spa? Head here once a day with those Pokémon and you should be seeing a new face on them in no time (see pg 388).



GET CARDED

Aim for the highest goals and watch your Trainer Card change in color as a sign of your accomplishments.

DEFEAT THE POKéMON LEAGUE, complete the National Pokédex, or whatever – a few very difficult goals in the game will level up your Trainer Card, causing it to change color and gain a star mark above your picture. How good are you?

YOUR TRAINER CARD CAN REACH SIX DIFFERENT LEVELS:

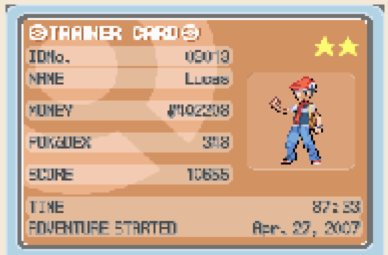
NORMAL CARD



BRONZE CARD



COPPER CARD



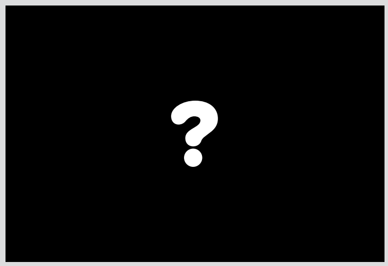
SILVER CARD



GOLD CARD



BLACK CARD



TO LEVEL UP YOUR TRAINER CARD, YOU MUST COMPLETE CERTAIN REQUIREMENTS

THERE ARE FIVE DIFFERENT THINGS you can do to level up your Trainer Card. You don't have to do these in the order listed, or any order, so start with whichever one you want. All that matters is that you accomplish each goal once. The highest level is the Black Card.

1. DEFEAT THE POKéMON LEAGUE AND ENTER THE HALL OF FAME
2. COMPLETE THE NATIONAL POKéDEX
3. WIN 100 CONSECUTIVE BATTLES AT THE BATTLE TOWER
4. WIN ALL DIVISIONS AT THE MASTER RANK OF THE POKéMON SUPER CONTESTS
5. UPGRADE TO THE PLATINUM FLAG IN THE UNDERGROUND



RIBBON UP YOUR POKÉMON

Ribbons are a way of rewarding Pokémon for their accomplishments, so let them wear the ribbons they earn and show them off to your friends.

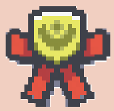


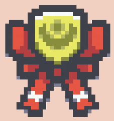
COOL RIBBON

WIN THE NORMAL RANK OF COOL CONTEST IN POKÉMON SUPER CONTEST

COOL RIBBON GREAT

WIN THE GREAT RANK OF COOL CONTEST IN POKÉMON SUPER CONTEST

COOL RIBBON ULTRA

WIN THE ULTRA RANK OF COOL CONTEST IN POKÉMON SUPER CONTEST

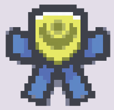
COOL RIBBON MASTER

WIN THE MASTER RANK OF COOL CONTEST IN POKÉMON SUPER CONTEST

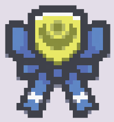
BEAUTY RIBBON

WIN THE NORMAL RANK OF BEAUTY CONTEST IN POKÉMON SUPER CONTEST

BEAUTY RIBBON GREAT

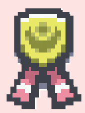
WIN THE GREAT RANK OF BEAUTY CONTEST IN POKÉMON SUPER CONTEST

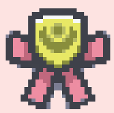
BEAUTY RIBBON ULTRA

WIN THE ULTRA RANK OF BEAUTY CONTEST IN POKÉMON SUPER CONTEST

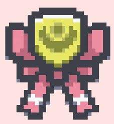
BEAUTY RIBBON MASTER

WIN THE MASTER RANK OF BEAUTY CONTEST IN POKÉMON SUPER CONTEST

CUTE RIBBON

WIN THE NORMAL RANK OF CUTE CONTEST IN POKÉMON SUPER CONTEST

CUTE RIBBON GREAT

WIN THE GREAT RANK OF CUTE CONTEST IN POKÉMON SUPER CONTEST

CUTE RIBBON ULTRA

WIN THE ULTRA RANK OF CUTE CONTEST IN POKÉMON SUPER CONTEST

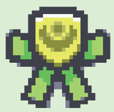
CUTE RIBBON MASTER

WIN THE MASTER RANK OF CUTE CONTEST IN POKÉMON SUPER CONTEST

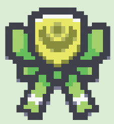
GENIUS RIBBON

WIN THE NORMAL RANK OF SMART CONTEST IN POKÉMON SUPER CONTEST

GENIUS RIBBON GREAT

WIN THE GREAT RANK OF SMART CONTEST IN POKÉMON SUPER CONTEST

GENIUS RIBBON ULTRA

WIN THE ULTRA RANK OF SMART CONTEST IN POKÉMON SUPER CONTEST

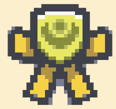
GENIUS RIBBON MASTER

WIN THE MASTER RANK OF SMART CONTEST IN POKÉMON SUPER CONTEST

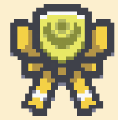
TOUGH RIBBON

WIN THE NORMAL RANK OF TOUGH CONTEST IN POKÉMON SUPER CONTEST

TOUGH RIBBON GREAT

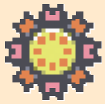
WIN THE GREAT RANK OF TOUGH CONTEST IN POKÉMON SUPER CONTEST

TOUGH RIBBON ULTRA

WIN THE ULTRA RANK OF TOUGH CONTEST IN POKÉMON SUPER CONTEST

TOUGH RIBBON MASTER

WIN THE MASTER RANK OF TOUGH CONTEST IN POKÉMON SUPER CONTEST

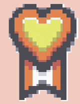
FOOTSTEP RIBBON

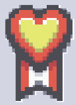
HAVE HIGH FRIENDSHIP WITH YOUR LEAD POKÉMON AND TALK TO DR. FOOTSTEP ON ROUTE 213

EFFORT RIBBON

HAVE A STRONG LEAD POKÉMON AND TALK TO A LADY AT SUNYSHORE MARKET IN SUNYSHORE CITY

SINNOH CHAMPION RIBBON

DEFEAT THE POKÉMON LEAGUE AND ENTER THE HALL OF FAME

ALERT RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON MONDAY AND TALK WITH HER

SHOCK RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON TUESDAY AND TALK WITH HER

DOWNCAST RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON WEDNESDAY AND TALK WITH HER

CARELESS RIBBON

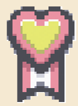
GO VISIT JULIA IN SUNYSHORE CITY ON THURSDAY AND TALK WITH HER

RELAX RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON FRIDAY AND TALK WITH HER

SNOOZE RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON SATURDAY AND TALK WITH HER

SMILE RIBBON

GO VISIT JULIA IN SUNYSHORE CITY ON SUNDAY AND TALK WITH HER

ABILITY RIBBON

DEFEAT THE TOWER TYCOON IN A SINGLE BATTLE AT BATTLE TOWER IN THE FIGHT AREA (1ST TIME)

GREAT ABILITY RIBBON

DEFEAT THE TOWER TYCOON IN A SINGLE BATTLE AT BATTLE TOWER IN THE FIGHT AREA (2ND TIME)

DOUBLE ABILITY RIBBON

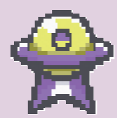
ACHIEVE 50 CONSECUTIVE WINS IN THE DOUBLE BATTLE AT BATTLE TOWER IN FIGHT AREA

MULTI ABILITY RIBBON

ACHIEVE 50 CONSECUTIVE WINS IN THE MULTI BATTLE AT BATTLE TOWER IN FIGHT AREA

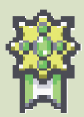
PAIR ABILITY RIBBON

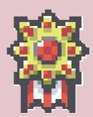
ACHIEVE 50 CONSECUTIVE WINS IN THE CONNECTION MULTI BATTLE AT BATTLE TOWER IN FIGHT AREA

WORD ABILITY RIBBON

ACHIEVE 5TH STAGE IN THE WI-FI BATTLE AT BATTLE TOWER IN FIGHT AREA

GORGEOUS RIBBON

BUY IT AT RIBBON SYNDICATE IN RESORT AREA (10,000)

ROYAL RIBBON

BUY IT AT RIBBON SYNDICATE IN RESORT AREA (100,000)

GORGEOUS ROYAL RIBBON

BUY IT AT RIBBON SYNDICATE IN RESORT AREA (999,999)



SECTION 4

COMPLETING THE POKÉDEX







COMPLETE THE NATIONAL POKÉDEX



Everything a Pokémon Trainer could ever want.

THE NATIONAL POKÉDEX is the ultimate Pokédex, recording Pokémon from all the known regions, like Kanto, Hoenn, and of course, Sinnoh. Catch all of the Pokémon and make your dreams come true.



IT TAKES 482

TO COMPLETE THE NATIONAL POKÉDEX you'll need to get your hands—or rather, Poké Balls—on 482 species of Pokémon, at least long enough for their information to be recorded in your Pokédex. It's not impossible, since you won't need to catch any of the ultra-exclusive Pokémon to fill it, namely Mew, Lugia, Ho-Oh, Celebi, Jirachi, Deoxys, Phione, or Manaphy. Catch, breed, evolve, or trade to get all of the Pokémon in your Pokédex.



Record Pokémon in the Pokédex and get the "Own" number to 482.

HOW TO COMPLETE THE NATIONAL POKÉDEX IN POKÉMON DIAMOND AND POKÉMON PEARL:

1. RECORD POKÉMON IN YOUR POKÉDEX UNTIL THE NUMBER OF POKÉMON YOU "OWN" IS 482

IT'S TIME TO UPGRADE

BEFORE YOU COMPLETE the National Pokédex, you must first have the National Pokédex. To do this, you must talk to Professor Oak, and he will upgrade your Sinnoh Pokédex to the National version. Then with his blessing, begin your journey to catch them all!





HOW TO UPGRADE FROM THE SINNOH POKÉDEX TO THE NATIONAL POKÉDEX

1. DEFEAT THE POKÉMON LEAGUE AND ENTER THE HALL OF FAME
2. EXPLORE SINNOH AND GET YOUR POKÉDEX "SEEN" NUMBER TO 150
3. SHOW THE COMPLETED SINNOH POKÉDEX TO PROFESSOR ROWAN AND PROFESSOR OAK

HOOK UP DIAMOND AND PEARL WITH THE GBA GENERATION

THERE ARE PLENTY of Pokémon native to previous games that don't appear in Pokémon Diamond and Pearl. That is, until you invite them over by inserting your Pokémon Game Boy Advance games into the GBA slot on the Nintendo DS. Pokémon from other regions will start appearing in the wilds of Sinnoh, but you can also bring over your caught Pokémon from the GBA games and deposit them into Pal Park.

GBA GAMES THAT CAN INTERFACE WITH POKÉMON DIAMOND AND POKÉMON PEARL:



HOW TO LINK POKÉMON DIAMOND OR POKÉMON PEARL WITH THE GAME BOY ADVANCE GAMES:

1. **INSERT A GBA** game into the Game Boy Advance slot on your Nintendo DS and leave it in while you play Pokémon Diamond or Pearl, so new wild Pokémon will appear throughout Sinnoh.

2. Insert the cartridge and when you turn on the Nintendo DS, an option will appear allowing you to bring over Pokémon you've caught in the GBA game, and transfer them to Pal Park, where you can catch them again.

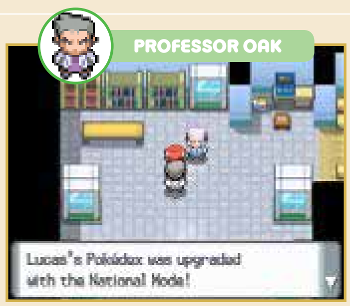


WHAT'S SO GREAT ABOUT COMPLETING THE NATIONAL POKÉDEX?

ONCE YOU COMPLETE the National Pokédex, you can expect to be congratulated by at least two people. Head to the Hotel Grand Lake on the Valor Lakefront, where you can visit the game director staying there. Then head to the house in Eterna City where Professor Oak has been staying while in Sinnoh. They'll both be pretty jazzed about what you've accomplished.



He works for Game Freak, the makers of the Pokémon games.



A Pokémon expert who has always dreamed of creating the perfect Pokédex.

CHAPTER 1

HOW TO LOCATE POKÉMON



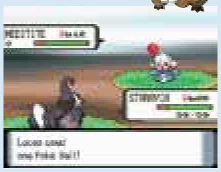
Become a master of methods when catching Pokémon

YOU CAN ALWAYS THROW Poké Balls at wild Pokémon to try and capture them, but that's not the only way to expand your collection of Pokémon. There are lots of other ways that Pokémon can come into your possession—evolve them, hatch Eggs, or trade with other Trainers, for example. The more methods you know, the easier filling your Pokédex will be.

HOW TO OBTAIN POKÉMON – A BASIC PRIMER

1 CATCH WILD POKÉMON

MANY POKÉMON live in natural habitats out in the wild, such as grassy fields, caves, and water. This is the most basic and time-tested way of obtaining Pokémon.



2 FISH FOR POKEMON

THROUGHOUT THE GAME you can obtain the Old Rod, the Good Rod, and the Super Rod. Use these to catch Pokémon that live in waterways, ponds, and in the sea.



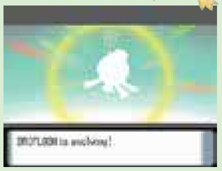
3 USE HONEY TREES

THROUGHOUT SINNOH you will encounter Honey Trees on roads and in meadows. Slather Honey on them to lure in wild Pokémon.



4 EVOLVE POKÉMON BY LEVELING THEM UP

SOME POKÉMON cannot be found in the wild; many of these are evolved forms of other Pokémon you can catch. Level up Pokémon in battle so they can evolve.



5 GIVE POKÉMON STONES TO MAKE THEM EVOLVE

SOME POKÉMON cannot evolve by leveling up. You must use special stones to evolve them, such as a Thunderstone, a Sun Stone, or a Dawn Stone.



6 FORM A STRONG FRIENDSHIP WITH YOUR POKÉMON SO THEY EVOLVE

ANY POKÉMON kept in your party that is treated well will eventually begin to bond with you. A few Pokémon will go the extra mile and actually evolve when they are happy.



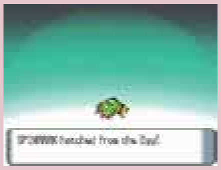
7 OBTAIN POKÉMON THROUGH STORY EVENTS

SOMETIMES YOU WILL meet a nice person who will give you a Pokémon Egg to hold and hatch. Many of these are unique.



8 FIND EGGS AT THE DAY CARE

IF YOU LEAVE two Pokémon at the Pokémon Day Care, sometime later the Day Care worker might give you an Egg. Some Pokémon can only be obtained through breeding.



9 RESTORE FOSSILS YOU FIND

IN THE UNDERGROUND you might dig up fossils that you can take to the Oreburgh Mining Museum to have them restored into living Pokémon.



10 RAISE STATS AND THEN LEVEL UP

SOME POKÉMON not only evolve by leveling up, but their stats upon leveling up determine what Pokémon they evolve into.



11 RAISE A POKÉMON'S CONDITIONS TO EVOLVE IT

YOU CAN FEED Poffin to a Pokémon to improve its conditions. Some will level up when their Beauty condition is very high.



12 HAVE A POKÉMON LEARN MOVES AND THEN EVOLVE IT

SOME POKÉMON will evolve when they learn a certain move like AncientPower or Rollout and then evolve while knowing that move.



13 LEVEL UP POKÉMON IN CERTAIN PLACES

THERE ARE A FEW Pokémon who will evolve by leveling up in certain locations with special properties to them, like Mt. Coronet, Eterna Forest, and Route 217.



14 MASS OUTBREAK

SOME POKÉMON are rare in Sinnoh, until they suddenly appear in large numbers in various locations throughout the region.



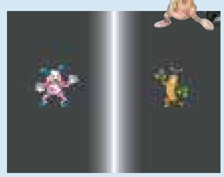
15 USE THE POKÉ RADAR

PROFESSOR OAK will give you this item that locates Pokémon hidden in tall grass where they would normally be very hard to find.



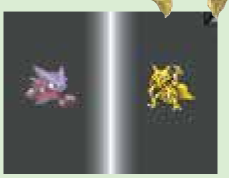
16 OBTAIN POKÉMON IN TRADES

NOT ALL POKÉMON will appear in your version of the game, so you should cooperate with friends, family, and even other fans to swap for the Pokémon you need.



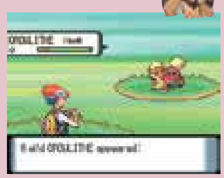
17 EVOLVE POKÉMON IN TRADES

SOME POKÉMON evolve not through leveling up, but by being traded to other Trainers. Some of these might need to hold a certain item to trigger the transformation.



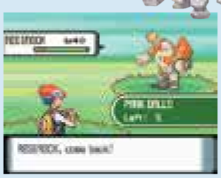
18 CONNECT WITH THE GBA GAMES

BY INSERTING a Game Boy Advance game into the slot on the DS while you play Diamond and Pearl, Pokémon from other regions will begin to appear in the wild in Sinnoh.



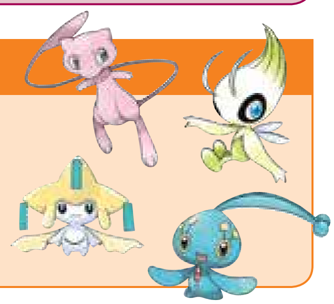
19 CATCH POKÉMON IN PAL PARK

IF YOU PLAY DIAMOND AND PEARL while a GBA Pokémon game is inside your Nintendo DS, you can transfer over previously caught Pokémon and then catch them again in Pal Park.



GAIN POKÉMON THROUGH SPECIAL EVENTS

SOME POKÉMON are distributed only through special Pokémon events, parties, and tournaments. Keep checking Pokémon.com for the skinny on how to get these into your game.









CHAPTER 2 HOW TO CATCH WILD POKÉMON

Knowing various techniques will increase your odds.

TO CATCH WILD POKÉMON, you need to use Poké Balls, no ifs, ands, or buts. There are a few techniques that will really give you the edge on the field and up your chances of success.





TECHNIQUE 1 BRING DOWN THE TARGET'S HP AS LOW AS POSSIBLE

YOU CAN'T JUST THROW a Poké Ball at a Pokémon and expect them to just sit back and let themselves be captured. Chances are, if they still have enough energy in them, they'll break out of the Poké Ball. You'll need to take the fight out of them by reducing their HP to almost nothing.

Reduce the HP until it hits red

The lower the HP, the better your chances for a successful capture.



TECHNIQUE 2 USE SPECIAL CONDITIONS TO WEAKEN THE TARGET

SOME POKÉMON MOVES do more than simply damage the opponent. Sometimes they will create special conditions like Paralyzed and Poisoned that last longer than standard attacks, with varying effects. These effects can weaken the Pokémon further, especially if their HP has already been knocked down.

THE SPECIAL CONDITIONS ARE:



SLEEP

Makes it very easy to catch Pokémon

A Pokémon cannot attack when it is asleep. It wakes up after a few turns.

MOVES THAT INFLICT SLEEP: **Sing, Hypnosis**

FREEZE

Makes it very easy to catch Pokémon

A Pokémon cannot attack when it is frozen. The Pokémon will thaw out in a few turns.

MOVES THAT INFLICT FREEZE: **Ice Beam, Ice Punch**

PARALYSIS

Slows a Pokémon down and prevents them from attacking 25% of the time. A Pokémon will remain paralyzed for the duration of the battle.

MOVES THAT INFLICT PARALYSIS: **Thunder Wave, Stun Spore**

POISON

Reduces the HP of the affected Pokémon a little every turn. The draining effects continue even after the battle is over.

MOVES THAT INFLICT POISON: **PoisonPowder, Poison Gas**

BURN

Lowers a Pokémon's Attack stat and reduces its HP a little every turn. The burn will not heal during the battle.

MOVES THAT INFLICT BURN: **Will-O-Wisp, Flamethrower**

TECHNIQUE 3 USE YOUR POKÉ BALLS

THERE ARE MORE THAN TEN KINDS of Poké Balls for you to discover in your adventure in Sinnoh, all with their own unique attributes and effectiveness. Capturing Pokémon is a whole lot easier when you've got the right Poké Ball for the job, so learn their strengths well.

POKÉ BALL CATALOGUE

POKÉ BALL



The most basic model, available from the very beginning of the game.

HOW TO OBTAIN: Purchase at any Pokémart.

GREAT BALL



A slightly more advanced, more effective model of Poké Ball.

HOW TO OBTAIN: Defeat the Veilstone Gym and then purchase from any Pokémart.

ULTRA BALL



A highly effective Poké Ball that outdoes the Great Ball.

HOW TO OBTAIN: Defeat the Hearthome Gym and then purchase from any Pokémart.

MASTER BALL



The ultimate Poké Ball that never fails once thrown at a Pokémon.

HOW TO OBTAIN: Cyrus will give you one at the Galactic Veilstone Building.

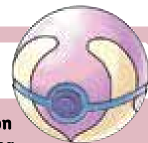
PREMIER BALL



A shiny ball with the same efficiency as the standard Poké Ball.

HOW TO OBTAIN: Free with the purchase of any 10 Poké Balls.

HEAL BALL



Restores the HP of Pokémon caught inside it, also healing any special conditions.

HOW TO OBTAIN: Purchase from Jubilife City or Oreburgh City Pokémarts.

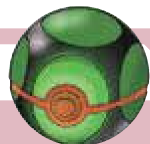
NET BALL



Good at catching Bug-type and Water-type Pokémon.

HOW TO OBTAIN: Purchase from Oreburgh City or Floaroma Town Pokémarts.

DUSK BALL



More effective at night or in dark places like caves.

HOW TO OBTAIN: Purchase from Solaceon Town or Pastoria City Pokémarts.

NEST BALL



The weaker the target Pokémon, the more effective this ball will be.

HOW TO OBTAIN: Purchase from Eterna City or Hearthome City Pokémarts.

QUICK BALL



Use at the start of a battle for maximum efficiency.

HOW TO OBTAIN: Purchase in Pastoria City or Celestic Town.

TIMER BALL



The longer the battle lasts, the more effective this Poké Ball becomes.

HOW TO OBTAIN: Purchase in Celestic Town or Snowpoint City.

REPEAT BALL



More effective when capturing Pokémon you've caught before.

HOW TO OBTAIN: Purchase in Canalave City or at the Pokémon League.

DIVE BALL



Good at catching Pokémon that live in the water.

HOW TO OBTAIN: Take a part-time job at the Pokémon News Press.

LUXURY BALL



Pokémon caught in these balls will bond with you more readily.

HOW TO OBTAIN: Purchase in Sunyshore City or at the Pokémon League.

SAFARI BALL



Only for catching Pokémon that live inside Pastoria Great Marsh.

HOW TO OBTAIN: Play the Safari Game at Pastoria Great Marsh.



CHAPTER 3

MAKE THE MOST OF POKÉMON ABILITIES AND MOVES



How to bring them in and round them up.

WHILE MANY POKÉMON MOVES and Abilities are good for dealing damage to opponents, there are many that can be used to find and trap wild Pokémon, allowing you to catch them easier.

EFFECTIVE ABILITIES:



SHADOW TAG

Prevents wild Pokémon from fleeing. Good when the Pokémon tend to run at the first sign of trouble.



POKÉMON WITH THIS ABILITY:
Wobbuffet, Wynaut

ARENA TRAP

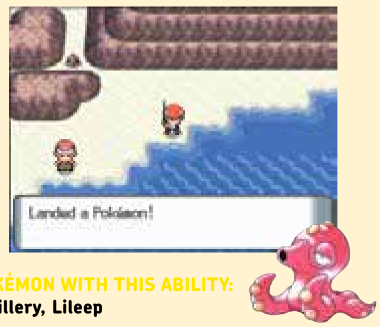
If your lead Pokémon has this Ability, wild Pokémon are drawn to you and cannot flee from battle.



POKÉMON WITH THIS ABILITY:
Diglett, Trapinch

SUCTION CUPS

If your lead Pokémon has this Ability, you will catch more Pokémon when fishing.



POKÉMON WITH THIS ABILITY:
Octillery, Lileep

MAGNET PULL

If your lead Pokémon has this Ability, Steel-type Pokémon will be drawn to you, unable to flee from battle.



POKÉMON WITH THIS ABILITY:
Nosepass, Magnetite

STATIC

If your lead Pokémon has this Ability, Electric-type Pokémon will be drawn to you, unable to flee from battle.



POKÉMON WITH THIS ABILITY:
Pikachu, Mareep

FLAME BODY

If one of your party Pokémon has this Ability, Pokémon Eggs that you carry with you will hatch faster.



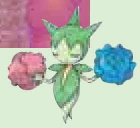
POKÉMON WITH THIS ABILITY:
Slugma, Magby

MOVES THAT HELP CATCH POKÉMON:

SWEET SCENT

If used in grassy fields and caves, wild Pokémon will appear.



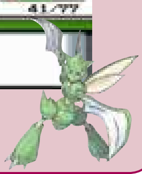


POKÉMON THAT CAN LEARN THIS MOVE: Roselia, Combee

FALSE SWIPE

No matter how much damage it deals, this move will always leave 1 HP, weakening the target Pokémon without knocking it out.





POKÉMON THAT CAN LEARN THIS MOVE: Scyther, Gallade

MEAN LOOK

Prevents wild Pokémon from fleeing, giving you a chance to catch them.





POKÉMON THAT CAN LEARN THIS MOVE: Zubat, Gastly

EFFECTIVE ABILITIES:

INTIMIDATE

If your lead Pokémon has this Ability, you will not encounter low-level Pokémon in the wild.





POKÉMON WITH THIS ABILITY: Staravia, Shinx

HUSTLE

If your lead Pokémon has this Ability, high-level Pokémon will be drawn to you.

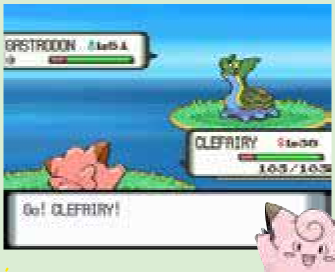




POKÉMON WITH THIS ABILITY: Remoraid, Corsola

CUTE CHARM

If your lead Pokémon has this Ability, Pokémon of its opposite gender will be drawn to you.





POKÉMON WITH THIS ABILITY: Clefairy, Lopunny

COMPOUNDEYES

If your lead Pokémon has this Ability, Pokémon holding items will be drawn to you.





POKÉMON WITH THIS ABILITY: Yanma, Nincada

SYNCHRONIZE

If your lead Pokémon has this Ability, Pokémon of the same Nature will be drawn to you.





POKÉMON WITH THIS ABILITY: Abra, Ralts

WHITE SMOKE

If your lead Pokémon has this Ability, wild Pokémon will be repelled from you, and you will not encounter them.





POKÉMON WITH THIS ABILITY: Torkoal

CAPTURE GUIDE



CHAPTER 4

WHERE TO CAPTURE WILD POKÉMON

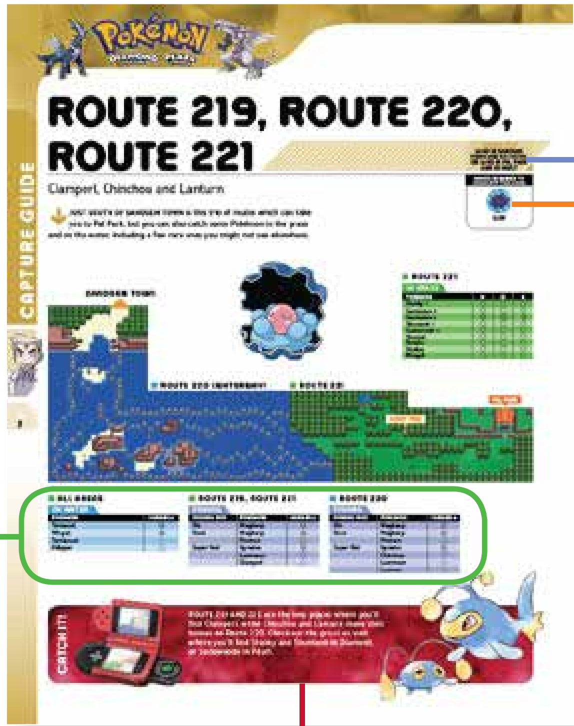
Find many species of wild Pokémon as you journey through Sinnoh.

THE SIMPLEST WAY to add to your Pokédex is to encounter wild Pokémon in their native habitats. Of course, it's not as simple as it first appears, so we'll take a look at where you can find them and how often so you don't miss a single one.



CAPTURING POKÉMON IN THE WILD: ROUTES AND AN ALPHABETICAL INDEX

CAPTURING WILD POKÉMON: HOW TO USE THIS GUIDE



POKÉMON YOU CAN CATCH IN THIS AREA

GRASS, CAVES, INSIDE BUILDINGS.
A list of Pokémon you may encounter when walking

ON THE WATER
A list of Pokémon you may encounter when using HM Surf

FISHING
A list of Pokémon you may encounter when using a fishing rod

PROBABILITY OF APPEARENCE

APPEARANCE PROBABILITY			
◎	Very often	○	Normally
△	Rarely	▲	Hardly

TIME OF DAY

TIME	
Morning	4:00am - 10:00am
Day	10:00am - 8:00pm
Night	8:00pm - 4:00am

VERSIONS

DIFFERENT VERSION			
♦	Appears only in Diamond	●	Appears only in Pearl

FISHING RODS

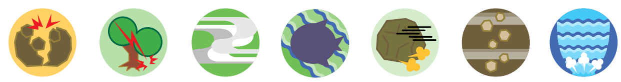
TYPE OF FISHING ROD			
Old	An old, beat up fishing rod	Good	A new, good quality fishing rod
Super	An awesome, high-tech fishing rod		

USING FLY

Indicates the closest town to this area that you can fly to using HM02 Fly

REQUIRED MOVES

Field moves that you will need in order to fully explore the area



Rock Smash | Cut | Defog | Surf | Strength | Rock Climb | Waterfall

CATCH IT!

Among all the Pokémon that live in the area, these are particularly rare or easy to encounter.

TWINLEAF TOWN & ROUTE 201

Starly, Bidoof, and Magikarp will appear.

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

THE POND AT THE SOUTH END of Twinleaf Town might be small, but you can still catch some Pokémon with your trusty fishing rods. If your Pokémon are damaged, there's no Pokémon Center to take them to in a jiffy, but your own house will suffice just fine.



ROUTE 201

IN GRASS

POKÉMON	M	D	N
Starly	◎	◎	◎
Bidoof	◎	◎	◎

TWINLEAF TOWN

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super Rod	Gyarados	◎
	Seaking	○

CATCH IT!



YOU'LL MEET STARLY AND BIDOOF at other locations in Sinnoh, so don't worry about getting them here. As for the pond in Twinleaf, you might encounter Psyduck and Golduck while you surf, while Magikarp and Goldeen will appear if you fish.



LAKE VERITY

USING FLY
LAND IN TWINLEAF TOWN AND GO NORTH

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Psyduck, Goldeen, and Seaking will appear.

THOUGH IT SITS JUST NORTH OF TWINLEAF TOWN, you couldn't go out onto Lake Verity at the beginning of your journey. Later on in the story when Team Galactic uses the explosives at the lake, causing the water level to go down, you'll be able to hit the waves and explore the grassy field on the other side.



TWINLEAF TOWN

IN GRASS

POKÉMON	M	D	N
Starly	◎	◎	◎
Bidoof	◎	◎	◎

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super Rod	Gyarados	◎
	Seaking	○

CATCH IT!



TRY SOME VARIETY in your rods, by first using the Good Rod to catch Magikarp and Goldeen, and then switch to the Super Rod to catch Gyarados and Seaking.





CAPTURE GUIDE

ROUTE 219, ROUTE 220, ROUTE 221

USING FLY
LAND IN SANDGEM TOWN AND GO SOUTH, OR LAND IN PAL PARK AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Clamperl, Chinchou, and Lanturn will appear.

JUST SOUTH OF SANDGEM TOWN is this trio of routes that can take you to Pal Park, but you can also catch some Pokémon in the grass and on the water, including a few rare ones you might not see elsewhere.

ROUTE 221

IN GRASS

POKÉMON	M	D	N
Stunky ♦	○	○	○
Gastrodon ♦	○	○	○
Gastrodon ●	◎	◎	◎
Skuntank ♦	○	○	○
Sudowoodo ●	○	○	○
Floatzel	○	○	○
Roselia	○	○	○
Shellos	○	○	○
Wingull	○	○	○



ALL AREAS

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

ROUTE 219, ROUTE 221

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Lumineon	○
	Clamperl	△

ROUTE 220

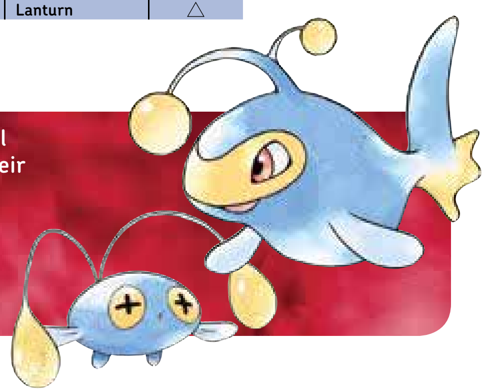
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Chinchou	○
	Lumineon	△
	Lanturn	△

CATCH IT!



ROUTE 219 AND 221 are the only places where you'll find Clamperl, while Chinchou and Lanturn make their homes on Route 220. Check out the grass as well, where you'll find Stunky and Skuntank in Diamond, or Sudowoodo in Pearl.



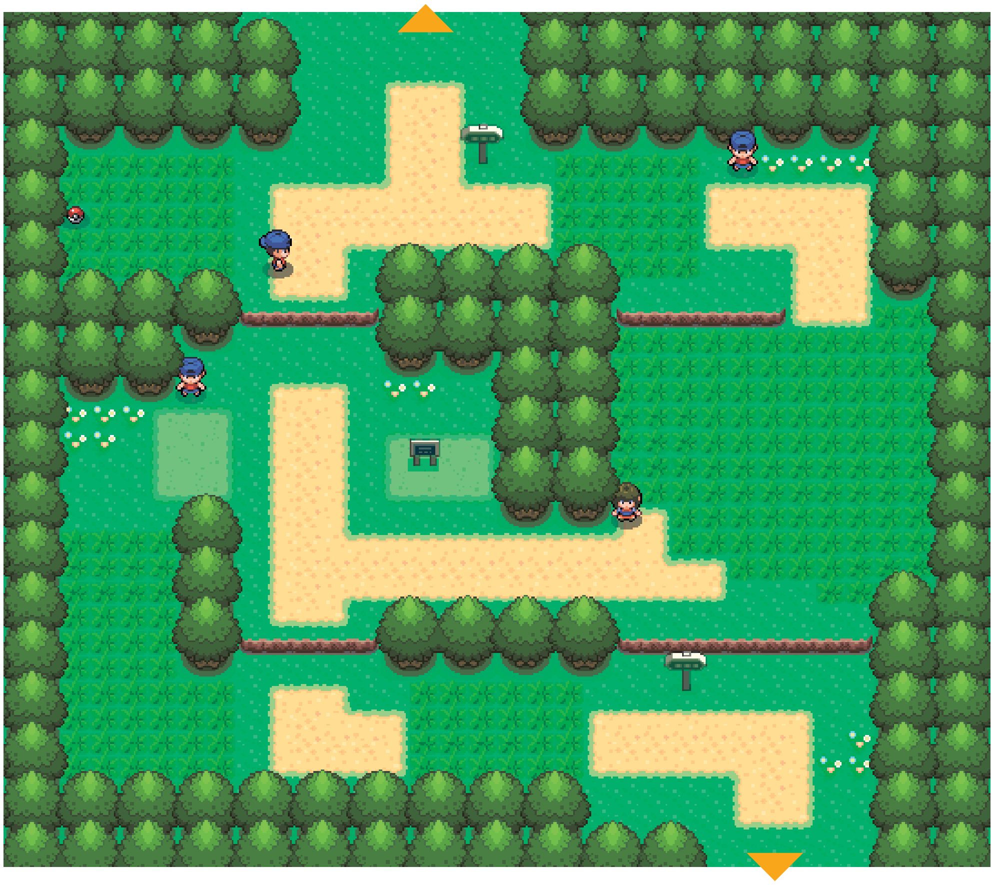
ROUTE 202

USING FLY
LAND IN SANDGEM TOWN AND GO SOUTH, OR LAND IN PAL PARK AND GO WEST

Shinx and Kricketot will appear.

THIS ROUTE CONNECTS JUBILIFE CITY AND SANDGEM TOWN, but it's no straight shoot, and you'll be venturing around twists and turns to proceed. Five grassy areas line the route, but they all share the same Pokémon as residents.

JUBILIFE CITY



SANDGEM CITY

IN GRASS

POKÉMON	M	D	N
Shinx	◎	◎	◎
Bidoof	◎	◎	◎
Starly	◎	◎	○
Kricketot	○	✕	○



CATCH IT!



ON THE END OF THE ROUTE toward Jubilife during the day, you'll find a whole lot of Shinx. But come back in the wee hours for an extra surprise—Kricketot will appear in the morning and at night.



ROUTE 218

USING FLY
LAND IN CANALAVE CITY AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Diamond and Pearl differences.

ROUTE 218 CONNECTS Canalave City and Jubilife City, though you can't run from one end to the other. The route is split in the middle by a water passage, so to fully explore the route, you need to surf. Another area to check out is the grassy patch on the Canalave City side.



IN GRASS

POKÉMON	M	D	N
Floatzel	◎	◎	◎
Shellos	○	○	○
Gastrodon	○	○	○
Mr. Mime ♦	○	○	○
Glameow ●	○	○	○
Wingull	○	○	○

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Lumineon	○

CATCH IT!



CHECK OUT THE GRASSY AREA for some Pokémon whose availability varies by the version you have. In Pokémon Pearl, you'll find Glameow, while in Pokémon Diamond, you'll find Mr. Mime. Aside from Route 222, this is the only place where Mr. Mime appears in Diamond.



CANALAVE CITY

Lumineon and Staryu will appear.

MOVES REQUIRED TO COMPLETE THIS AREA

SURF

IN THE WESTERNMOST REACHES OF SINNOH lies Canalave City, where you hop off the pier and surf the canal dividing the town in two. It's a seaside town, so try catching some Pokémon on the water or by fishing off the pier.



ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Lumineon	○
	Staryu	△



CATCH IT!



THIS IS A FISHERMAN'S PARADISE, so take out your fishing rods and go to work catching Finneon, Lumineon, and Staryu. You won't find Staryu anywhere but here and Sunyshore City, so make the most of this time.





IRON ISLAND

USING FLY
LAND IN CANALAVE CITY AND TAKE THE BOAT FROM THE HARBOR

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Meet Qwilfish.

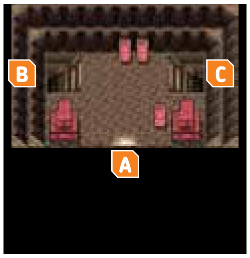
TECHNICALLY THERE ARE TWO ENTRANCES TO THE CAVE, but you can't use the one connected to B3F because of the ledges, so it's more like an exit. Start off on 1FL and work your way down through the levels.



B1F 1



1FL



B1F 2



OUTSIDE



B2F 1

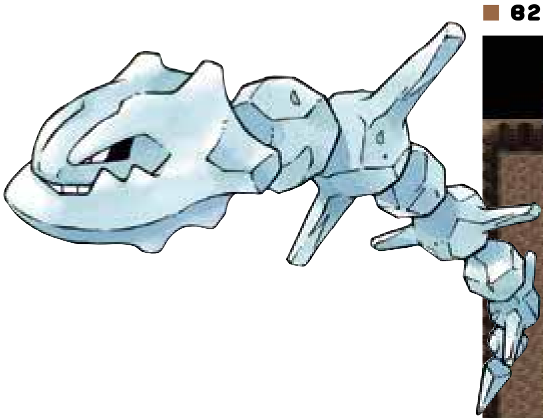






CATCH IT!

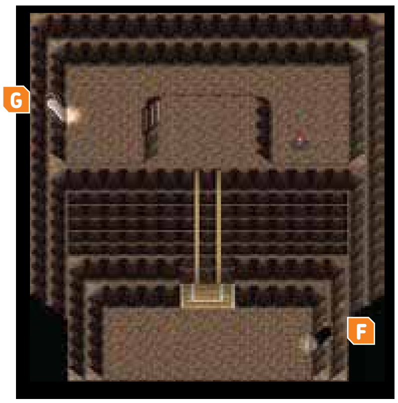
INSTEAD OF USING THE HARBOR to head back to the city, take out your Super Rod and give it a toss. You can catch Qwilfish, which doesn't appear anywhere else in the game. Another exclusive Pokémon to keep an eye out for is Steelix, which lives in B2F(2) and B3F of Iron Island.



■ B2F 2



■ B3F





■ OUTSIDE

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Lumineon	○
	Qwilfish	△

■ 1FL

IN CAVE

POKÉMON	M	D	N
Geodude	◎	◎	◎
Graveler	◎	◎	◎
Zubat	○	○	○
Golbat	○	○	○
Onix	○	○	○

■ B1F 1 2

IN CAVE

POKÉMON	M	D	N
Graveler	◎	◎	◎
Golbat	○	○	○
Onix	○	○	○
Geodude	▲	▲	▲

■ B2F 1

IN CAVE

POKÉMON	M	D	N
Graveler	◎	◎	◎
Onix	◎	◎	◎
Golbat	○	○	○
Geodude	▲	▲	▲

■ B2F 2 • B3F

IN CAVE

POKÉMON	M	D	N
Graveler	◎	◎	◎
Onix	◎	◎	◎
Golbat	○	○	○
Steelix	○	○	○
Geodude	▲	▲	▲

ROUTE 203

USING FLY
LAND IN JUBILIFE CITY AND HEAD EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Abra and Zubat will appear.

HERE YOU'LL FIND THREE DISTINCT LEVELS, each with its own patch of grass where you catch Pokémon. If you try to head here from Oreburgh City though, you'll need to go through the Oreburgh Gate first. Best to head east from Jubilife City and best to head there at night—two more species will be available for you to catch.



IN GRASS

POKÉMON	M	D	N
Starly	◎	◎	○
Shinx	○	○	○
Bidoof	○	○	○
Abra	○	○	○
Kricketot	○	✕	○
Zubat	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super Rod	Gyarados	◎
	Seaking	○

CATCH IT!



ROUTE 203 IS THE HOME to wild Abra, who always runs at the start of the battle. To prevent missing out on this great Pokémon, throw a Quick Ball at it on the first turn. Another Pokémon to check out is Zubat, which only appears here at night.



OREBURGH GATE

USING FLY
LAND IN OREBURGH CITY AND HEAD WEST

MOVES REQUIRED TO COMPLETE THIS AREA



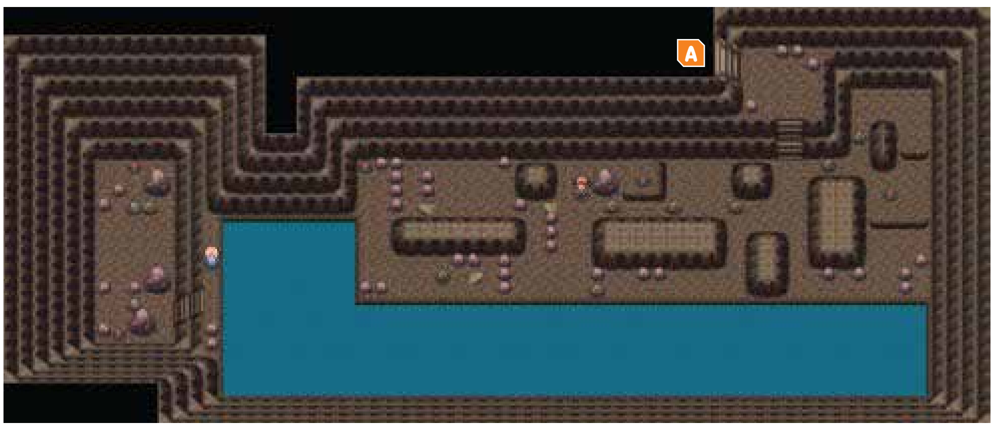
Geodude and Psyduck will appear.

THIS MIGHT JUST APPEAR TO BE AN INNOCENT CAVE between Oreburgh City and Route 203, but if you use Rock Smash in the upper passage, you'll be able to access the stairs to B1F. There you'll find a small body of water where you can fish, netting yourself four different kinds of Pokémon in the process.

1FL



B1F



1FL

IN CAVE

POKÉMON	M	D	N
Geodude	◎	◎	◎
Zubat	○	○	○

B1F

IN CAVE

POKÉMON	M	D	N
Zubat	◎	◎	◎
Psyduck	◎	◎	◎
Geodude	○	○	○

ON WATER

POKÉMON	VARIABLE
Zubat	◎
Psyduck	◎
Golbat	△
Golduck	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super Rod	Gyarados	◎
	Whiscash	○



CATCH IT!



GEODUDE IS COMMON ON 1FL, while Psyduck walks on water and on the ground down in B1F. You'll see a whole different roster when you fish, catching Magikarp, Gyarados, Barboach, and even Whiscash.





OREBURGH MINE

USING FLY
LAND IN OREBURGH CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA



ROCK SMASH

Geodude, Zubat, and Onix will appear.

OREBURGH CITY IS FAMOUS FOR ITS MINE, located at the southern end of town. Not only will you find rocks, but also lots of Pokémon on its two levels. You can use Rock Smash to break rocks here and there, but it's really not necessary, just fun.

B1F • B2F

IN CAVE

POKÉMON	M	D	N
Geodude	◎	◎	◎
Zubat	○	○	○
Onix	○	○	○

B1F



B2F









CATCH IT!

YOU'LL RUN INTO GEODUDE often here, but you might want to grab yourself an Onix while you're here so you don't have to worry about catching one in more dangerous locales like Iron Island and Victory Road.

ROUTE 207

USING FLY
LAND IN OREBURGH CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK CLIMB

Machop and Kricketot will appear.

THE ROAD BETWEEN OREBURGH CITY AND MT. CORONET requires a bicycle if you want to head to the mountain, but if you're just there for the Pokémon; all you need to do is walk into the grassy field.

ROUTE 206



MT. CORONET

OREBURGH CITY

IN GRASS

POKÉMON	M	D	N
Geodude	◎	◎	◎
Machop	◎	◎	○
Kricketot	○	✕	○
Zubat	✕	✕	○

CATCH IT!



IF YOU'RE SET ON catching a Machop, best to come during the day when there aren't other Pokémon to bother you, like Kricketot which comes out in the morning and at night, and Zubat, which only appears in the grass at night.





ROUTE 204

USING FLY
LAND IN JUBILIFE CITY AND GO NORTH OR LAND IN FLOAROMA TOWN AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
CUT
SURF

Shinx and Budew will appear.

THOUGH SPLIT BY THE RAVAGED PATH, Route 204 does have grassy fields on both levels, both home to the same assortment of Pokémon. You can explore either side, but be aware that the Floaroma Town side has a slightly higher level of Pokémon.



IN GRASS

POKÉMON	M	D	N
Starly	○	◎	○
Bidoof	○	○	○
Budew	○	○	○
Shinx	○	○	○
Kricketot	○	⊗	○
Zubat	⊗	⊗	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○



CATCH IT!

THERE ARE LOTS of Pokémon to be found in the grassy fields here, including Budew at varying times. Also making special appearances in the wee and late hours are Kricketot, which only appears in the morning and at night, and Zubat, which only comes out in nighttime.



RAVAGED PATH

USING FLY
LAND IN JUBILIFE CITY AND GO NORTH

MOVES REQUIRED TO COMPLETE THIS AREA



ROCK SMASH   SURF

Golbat and Golduck will appear.

THERE'S A STEEP ELEVATION DIFFERENCE between the two halves of Route 204, and the only way to pass between them is by taking the cave known as the Ravaged Path. You'll need Rock Smash to proceed, and on the west side you'll find a pond where you can fish for four different species.

IN CAVE

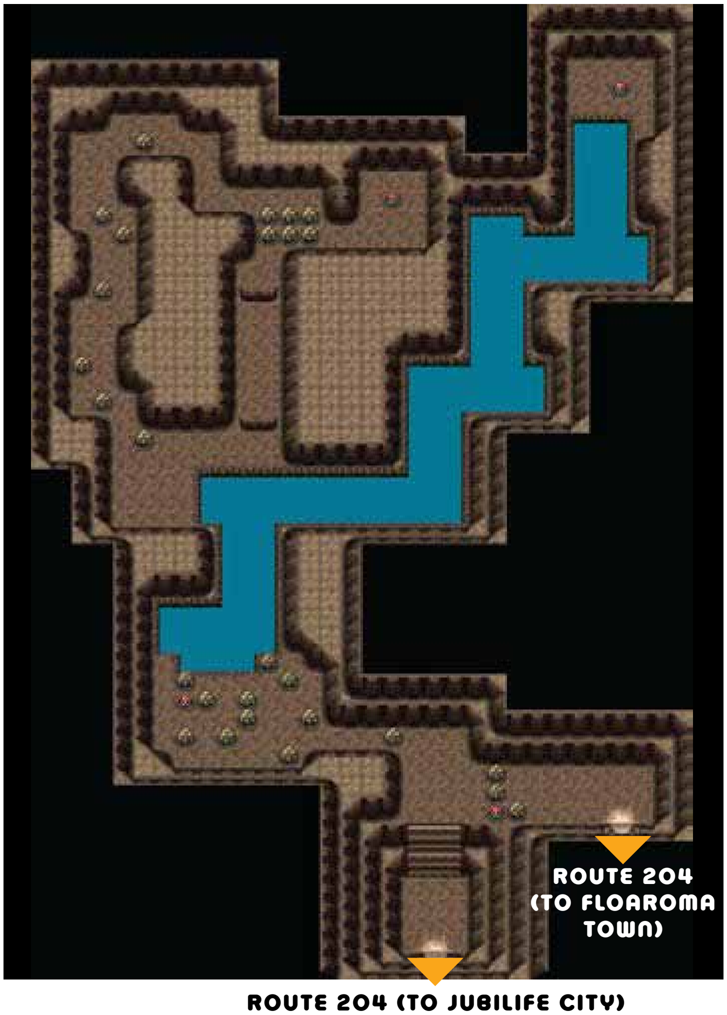
POKéMON	M	D	N
Zubat	◎	◎	◎
Geodude	○	○	○
Psyduck	△	△	△

ON WATER

POKéMON	VARIABLE
Zubat	◎
Psyduck	◎
Golbat	△
Golduck	△

FISHING

FISHING ROD	POKéMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○



CATCH IT!



WHETHER YOU'RE ON the water or on the ground, you stand a good chance of running into wild Zubat and Psyduck. If you really want to catch a Psyduck, though, you should surf on the water. Also, pull out your fishing rod if you want to try catching Barboach or Whiscash.







ROUTE 205

USING FLY
LAND IN FLOAROMA TOWN AND GO EAST OR LAND IN ETERNA CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Shellos, Pachirisu, and Shellder will appear.

BETWEEN ETERNA CITY AND FLOAROMA TOWN is this lovely route. The Pokémon in the grassy fields to the north and south are the same, but it's a different story for the water. Different Pokémon will appear on the waterway in the south end than on the pond to the north, so enter from the side that has the Pokémon you want.



ROUTE 205 (ETERNA CITY SIDE)



ROUTE 205 (FLOAROMA TOWN SIDE)



ROUTE 205 (ETERNA CITY SIDE)

IN GRASS

POKÉMON	M	D	N
Buizel	◎	◎	◎
Bidoof	◎	◎	◎
Shellos	○	○	○
Pachirisu	○	○	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○

ROUTE 205 (FLOAROMA TOWN SIDE)

IN GRASS

POKÉMON	M	D	N
Buizel	◎	◎	◎
Shellos	◎	◎	◎
Bidoof	○	○	○
Pachirisu	○	○	○

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

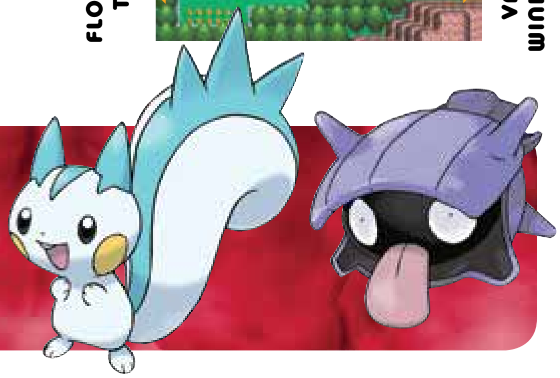
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super	Gyarados	◎
	Lumineon	○
	Shellder	△

CATCH IT!



PACHIRISU AND SHELLDER are Route 205 residents, and you won't find them anywhere else. You'll also have a good chance of meeting Shellos in the grass on the Floaroma Town side of the route.



VALLEY WINDWORKS

USING FLY
LAND IN FLOAROMA TOWN AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Drifloon appear every Friday.

STRAIGHT ON EAST FROM FLOAROMA TOWN you'll hit the Valley Windworks. The water might look inaccessible at first glance, but there's one spot toward the west where you can get out and surf. Or you could just hop on the water back on Route 205.







IN GRASS

POKÉMON	M	D	N
Buizel	◎	◎	◎
Shellos	◎	◎	◎
Pachirisu	○	○	○
Bidoof	○	○	○

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super Rod	Gyarados	◎
	Lumineon	○
	Shellder	△

CATCH IT!



FOUR DIFFERENT KINDS of Pokémon live in the grass here, including the pink west sea Shellos, and Buizel. Once you've cleared Team Galactic out of the windworks, Drifloon will begin to appear in front every Friday.



FUEGO IRONWORKS

USING FLY
LAND IN FLOAROMA TOWN AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

The exclusive home of Luxio.

THE TERRAIN IS ROCKY and doesn't permit land passage past a certain point, so the best way to reach the ironworks is by surfing up the water on Route 205. Hop on board your Pokémon at the south end of the route and just coast on up to the northern shore.





FUEGO IRONWORKS

IN GRASS

POKÉMON	M	D	N
Floatzel	○	○	○
Shellos	○	○	○
Shinx	○	○	○
Luxio	○	○	○
Wingull	○	○	○
Gastrodon	○	○	○
Pachirisu	○	○	○

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Finneon	○
Super	Gyarados	◎
	Lumineon	○
	Shellder	△



CATCH IT!



THERE ARE SEVEN different Pokémon to be found here, including Floatzel and Gastrodon. Want to catch a wild Luxio? This is the only place you'll find them. You can also catch pink west sea Shellos.

ETERNA FOREST

USING FLY
LAND IN ETERNA CITY AND GO WEST

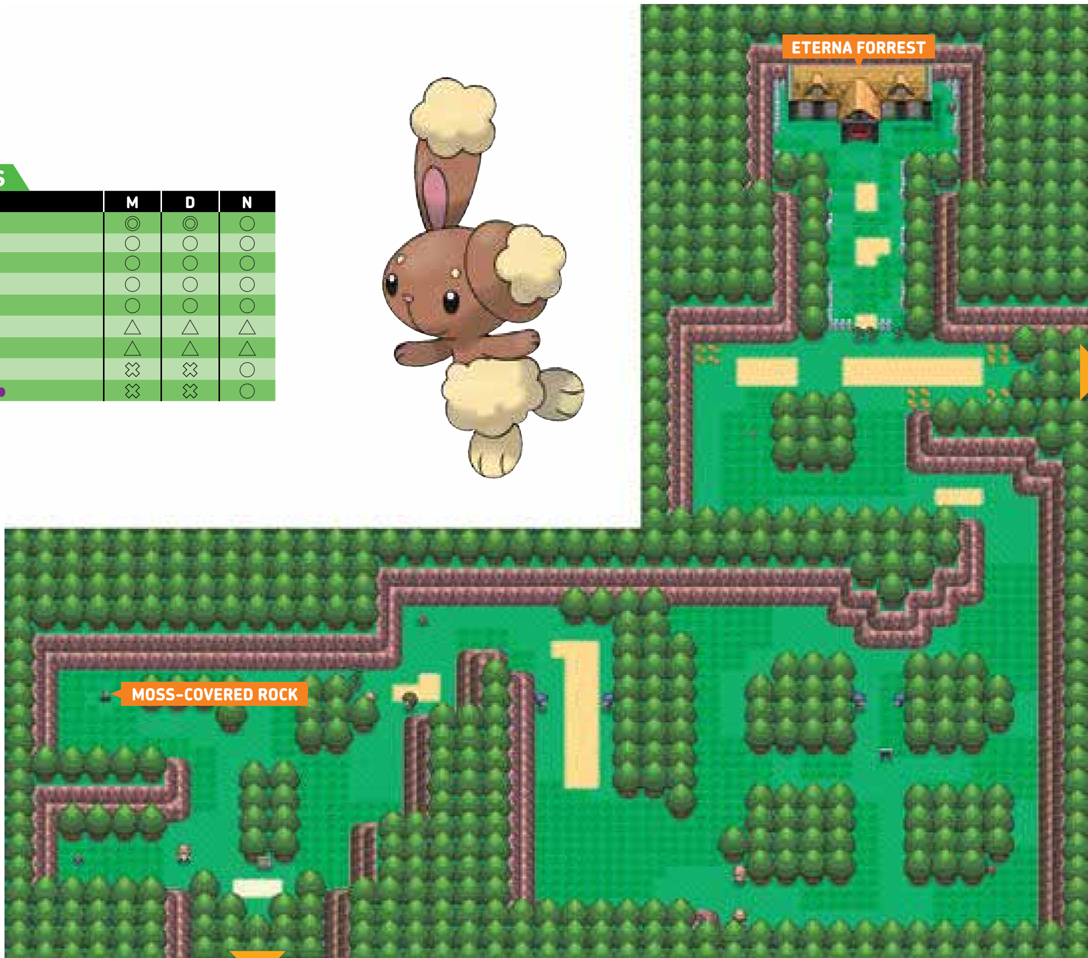
MOVES REQUIRED TO COMPLETE THIS AREA
CUT

The only place to find Buneary.

MIDWAY THROUGH ROUTE 205 you'll find this shaded forest where Pokémon roam. Head there from Floaroma Town or take the easier way, via Eterna City. Night holds a special surprise for you, in terms of Pokémon you can find.

IN GRASS

POKÉMON	M	D	N
Wurmple	◎	◎	○
Silcoon ♦	○	○	○
Cascoon ●	○	○	○
Budew	○	○	○
Buneary	○	○	○
Beautifly ♦	△	△	△
Dustox ●	△	△	△
Murkrow ♦	✕	✕	○
Misdreavus ●	✕	✕	○



CATCH IT!



HERE AND NOWHERE ELSE lives Buneary, so catch it while you're in the area. Additionally, you'll find some version exclusives—Silcoon, Beautifly, and Murkrow will appear in Diamond, while Cascoon, Dustox, and Misdreavus will appear in Pearl.





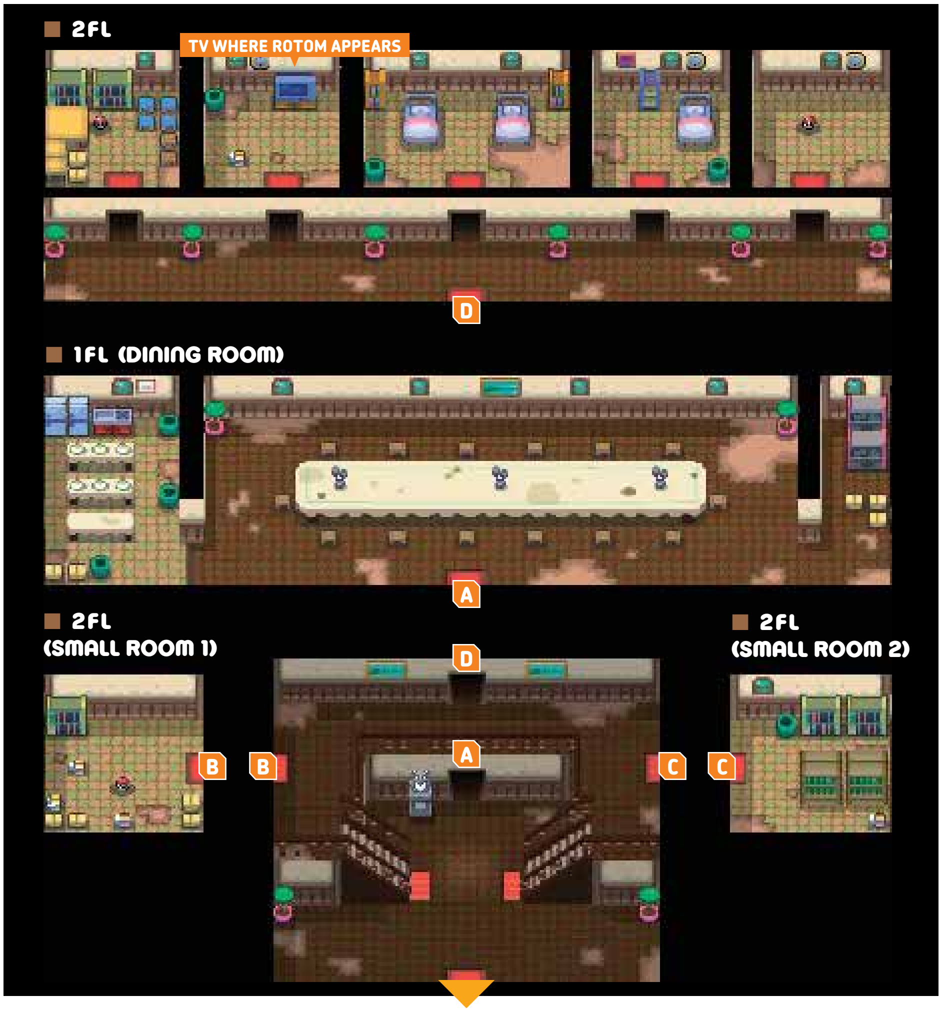
OLD CHATEAU

USING FLY
LAND IN ETERNA CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
CUT

All Gastly, all the time.

IN THE MIDDLE OF ETERNA FOREST is this forsaken mansion with an overgrown lawn. Use Cut to get inside, and check it out. Though the building might seem unimpressive now, return after obtaining the National Pokédex and check the television on the second floor. Rotom will be inside (see pg 269).



ETERNA FOREST (TO ETERNA CITY)

OLD CHATEAU

IN CAVE

POKÉMON	M	D	N
Gastly	◎	◎	◎

CATCH IT!



GASTLY IS THE ONLY Pokémon that you will encounter randomly here in the Old Chateau. You might meet it in other places like the Lost Tower and on Route 209, but only here are you guaranteed to run into one.



ETERNA CITY

Barboach and Whiscash will appear.

MOVES REQUIRED TO COMPLETE THIS AREA



ETERNA CITY EXITS ONTO THREE DIFFERENT ROUTES: Route 205, Route 206, and Route 211. If you're looking for Pokémon, though, check out the ponds on the east side of town. Surfing will yield two different kinds of Pokémon, while fishing will yield four.



ON WATER

POKéMON	VARIABLE
Psyduck	◎
Golduck	◯

FISHING

FISHING ROD	POKéMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	◯
Super	Gyarados	◎
	Whiscash	◯



CATCH IT!



ASIDE FROM VISITING Celestic Town, this is the only place where you'll encounter Barboach and Whiscash in a town or city. You can battle to your heart's content, as the nearest Pokémon Center is a quick run to the other side of Eterna.



ROUTE 206

USING FLY
LAND IN OREBURGH CITY AND GO NORTH USING YOUR BIKE

MOVES REQUIRED TO COMPLETE THIS AREA
CUT

Diamond and Pearl differ.

SOUTH OF ETERNA CITY IS ROUTE 206, where you can reach a grassy area by chopping down some trees. Try to approach from Eterna City, though, and you'll have to pass through the Cycling Road first. Oreburgh City is the way to go if you don't want to struggle with the fast lane to get there.



IN GRASS

POKÉMON	M	D	N
Stunky ♦	◎	◎	◎
Geodude ♦	○	○	○
Geodude ●	◎	◎	◎
Ponyta	◎	◎	○
Bronzor	○	○	○
Kricketune	○	○	○
Kricketot	○	✕	✕
Zubat	✕	✕	○









CATCH IT!



KRICKETOT LOVES THOSE EARLY MORNINGS and will only appear then; however, its evolved form Kricketune will be out all day. Depending on which version of the game you have, you might see Stunky (Diamond) or Geodude (Pearl). Don't waste your time worrying about the water, as there's no way to get to it.

WAYWARD CAVE

USING FLY
LAND IN OREBURGH CITY AND GO NORTH USING YOUR BIKE

MOVES REQUIRED TO COMPLETE THIS AREA
- ROCK SMASH
- CUT
- STRENGTH



The one and only chance for Gible.

THERE ARE TWO FLOORS TO THIS CAVE, with one entrance hidden beneath the Cycling Road. It's pretty dark inside, so if you don't want to stumble around blindly, best to use TM70 Flash to light your way. This TM can be purchased at the Veilstone City Department Store.

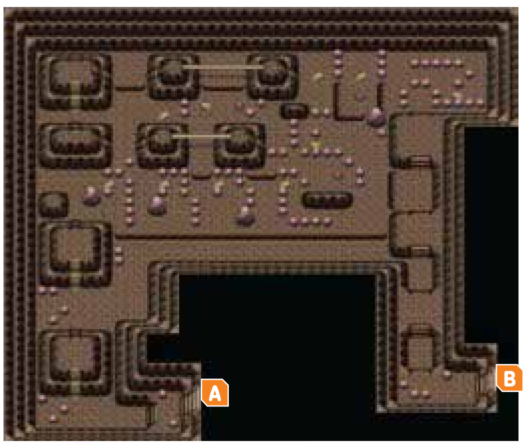
1FL



ROUTE 206 (TO OREBURGH CITY)



B1F



1FL

IN CAVE

POKÉMON	M	D	N
Bronzor	◎	◎	◎
Zubat	◎	◎	◎
Geodude	○	○	○

B1F

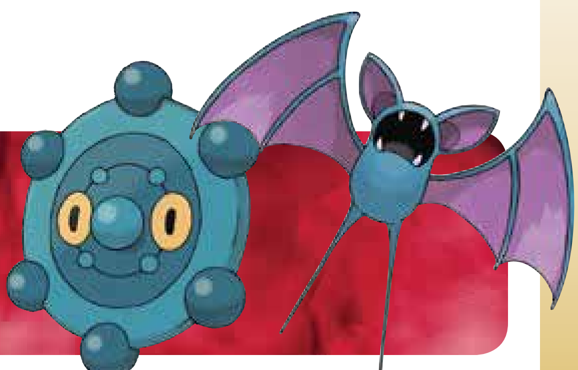
IN CAVE

POKÉMON	M	D	N
Bronzor	◎	◎	◎
Zubat	◎	◎	◎
Geodude	○	○	○
Gible	○	○	○

CATCH IT!



BETWEEN THESE TWO floors there are four kinds of Pokémon to encounter. The exclusive Pokémon for this location is Gible, located solely on B1F. There's also a better chance of meeting Bronzor here than anywhere else.







ROUTE 211

USING FLY
LAND IN ETERNA CITY AND GO EAST OR LAND IN CELESTIC TOWN AND GO WEST

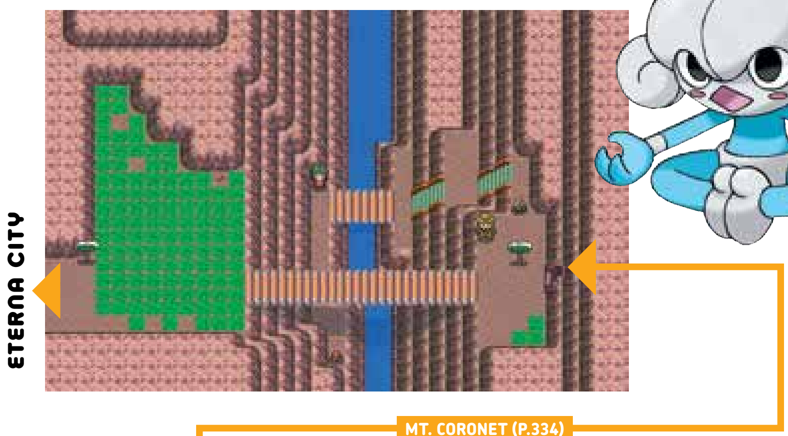
MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH, CUT, STRENGTH, ROCK CLIMB

Meditite and Hoothoot will appear.

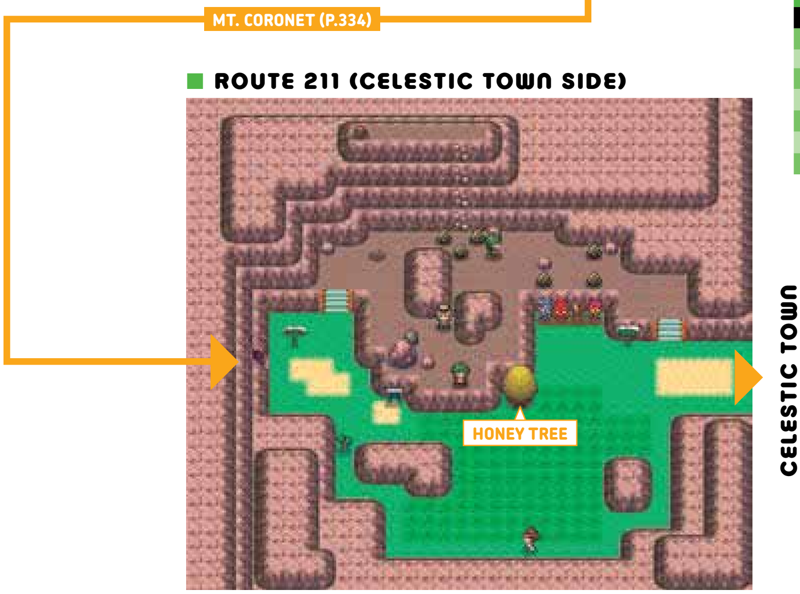
DIVIDED INTO EAST AND WEST by Mt. Coronet, even the Pokémon are different on each side of Route 211. There might be a stream down below the bridge, but you can't go there, so don't waste your time and spend it searching the grass instead.



ROUTE 211 (ETERNA CITY)



ROUTE 211 (CELESTIC TOWN SIDE)



ROUTE 211 (ETERNA CITY SIDE)

IN GRASS

POKÉMON	M	D	N
Meditite	◎	◎	○
Bidoof	◎	◎	○
Geodude	○	○	○
Ponyta	○	○	○
Chingling	○	○	○
Zubat	✕	✕	○
Hoothoot	✕	✕	○

ROUTE 211 (CELESTIC TOWN SIDE)

IN GRASS

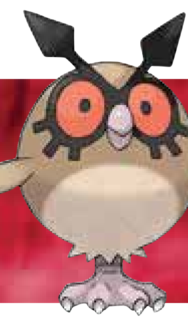
POKÉMON	M	D	N
Meditite	◎	◎	◎
Graveler	○	○	○
Machoke	○	○	○
Chingling	○	○	○
Ponyta	○	○	△
Zubat	✕	✕	○
Noctowl	✕	✕	○



CATCH IT!



THERE ARE PLENTY of Pokémon to catch, but you're most likely to run into Meditite. At night the odds even out a bit more, when Hoothoot comes out on the Eterna City side and Noctowl hits the Celestic Town side.

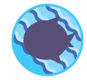




CELESTIC TOWN

The only place for Corphish and Crawdaunt.

MOVES REQUIRED TO COMPLETE THIS AREA



SURF

IN THE SHADOW OF MT. CORONET is Celestic Town, accessed via Route 210 and Route 211. Wild Pokémon don't wander the town itself, but check the water for two kinds that you can encounter while surfing, and four kinds of Pokémon to be fished.

ROUTE 211



ROUTE 210

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Corphish	○
	Whiscash	△
	Crawdaunt	△



CATCH IT!



USE THE SUPER ROD and you'll be able to score all four kinds of Pokémon that reside here. This is important, since Corphish and Crawdaunt don't appear anywhere else.



MT. CORONET (1ST TIME)

USING FLY
LAND IN CELESTIC TOWN AND GO WEST

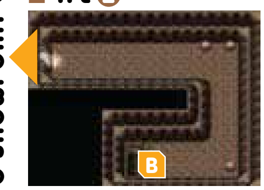
MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH · DEFOG · SURF · STRENGTH

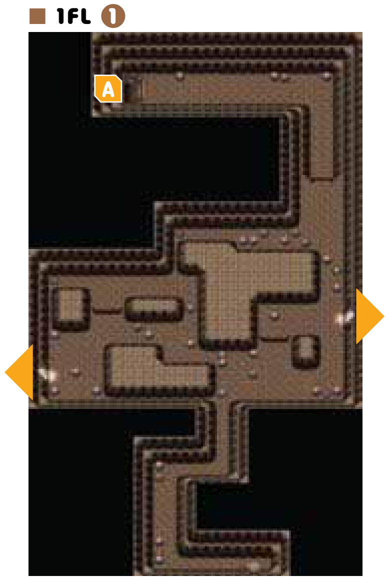
The one, the only place for Feebas.

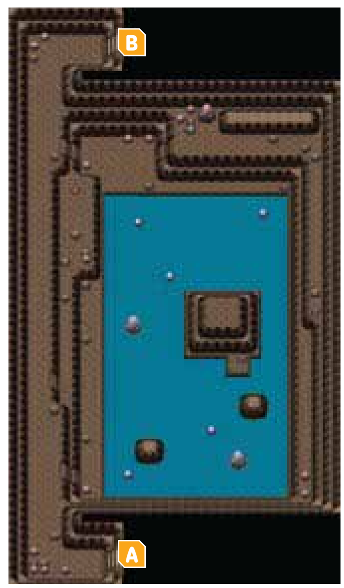
MT. CORONET IS THE MOUNTAIN in the Sinnoh Region, since it's the biggest one and connects many of the towns in Sinnoh like Eterna City and Celestic Town, and it's the only passage to Snowpoint City. Check out the lake on B1F, where you can find Feebas.





■ 1FL ❷


■ 1FL ❶


■ B1F


■ 1FL ❶

IN CAVE

POKÉMON	M	D	N
Geodude	◯	◎	◎
Meditite	◯	◯	◯
Machop	◯	◯	◯
Zubat	◯	◯	◯
Chingling	◯	◯	◯
Cleffa	◯	△	△

■ 1FL ❷ B1F

IN CAVE

POKÉMON	M	D	N
Meditite	◯	◯	◯
Graveler	◯	◯	◯
Clefairy	◯	◯	◯
Golbat	◯	◯	◯
Machoke	◯	◯	◯
Chingling	◯	◯	◯

ON WATER

POKÉMON	VARIABLE
Zubat	◎
Golbat	◯

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	◯
Super	Gyarados	◎
	Whiscash	◯

CATCH IT!



HERE AT MT. CORONET and the Pokémon Mansion are the only places where you will find Cleffa and Clefairy. Check out 1FL for Machop and Geodude and then check out B1F for their evolved forms, Machoke and Graveler.



ROUTE 216

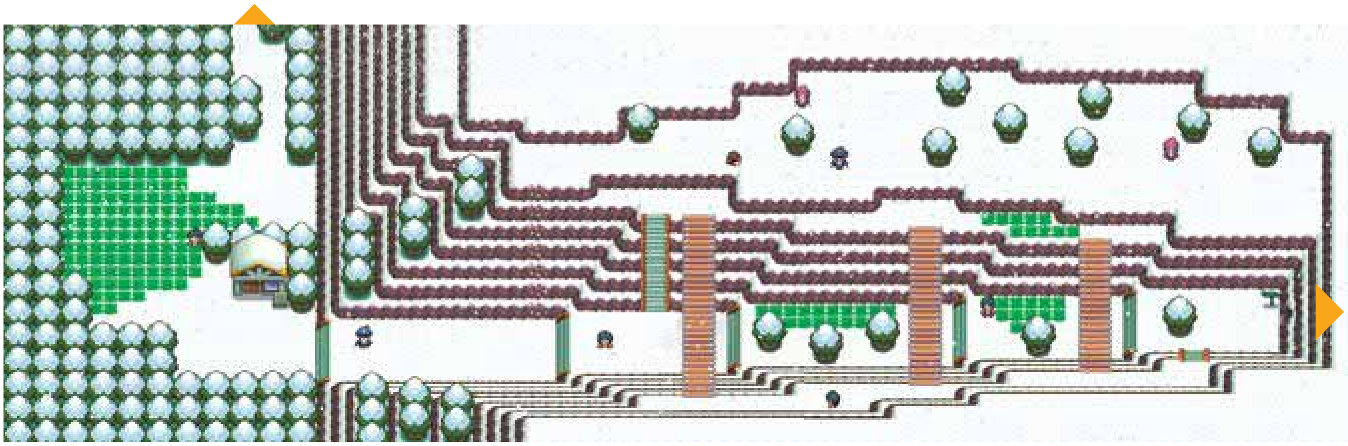
USING FLY
LAND IN SNOWPOINT CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK CLIMB

Sneasel and Machoke will appear.

SNOW KEEPS FALLING ON YOUR HEAD, even in Pokémon battles, so every encounter you have here will be in hail conditions, causing damage to all Pokémon but Ice-types. Luckily, you can bring them to the Snowbound Lodge for a quick heal.

ROUTE 217 (TO SNOWPOINT CITY)



MT. CORONET

IN GRASS

POKÉMON	M	D	N
Snover	○	○	○
Sneasel	○	○	○
Meditite	○	○	○
Machoke	○	○	○
Graveler	○	○	○
Zubat	✕	✕	○
Noctowl	✕	✕	○





CATCH IT!

SNEASEL WANDER THE NORTHERN AREA OF SINNOH around Lake Acuity, such as Route 216, Route 217, and Snowpoint Temple. In this specific location though, you'll find seven different kinds of Pokémon, including Meditite and Machoke.

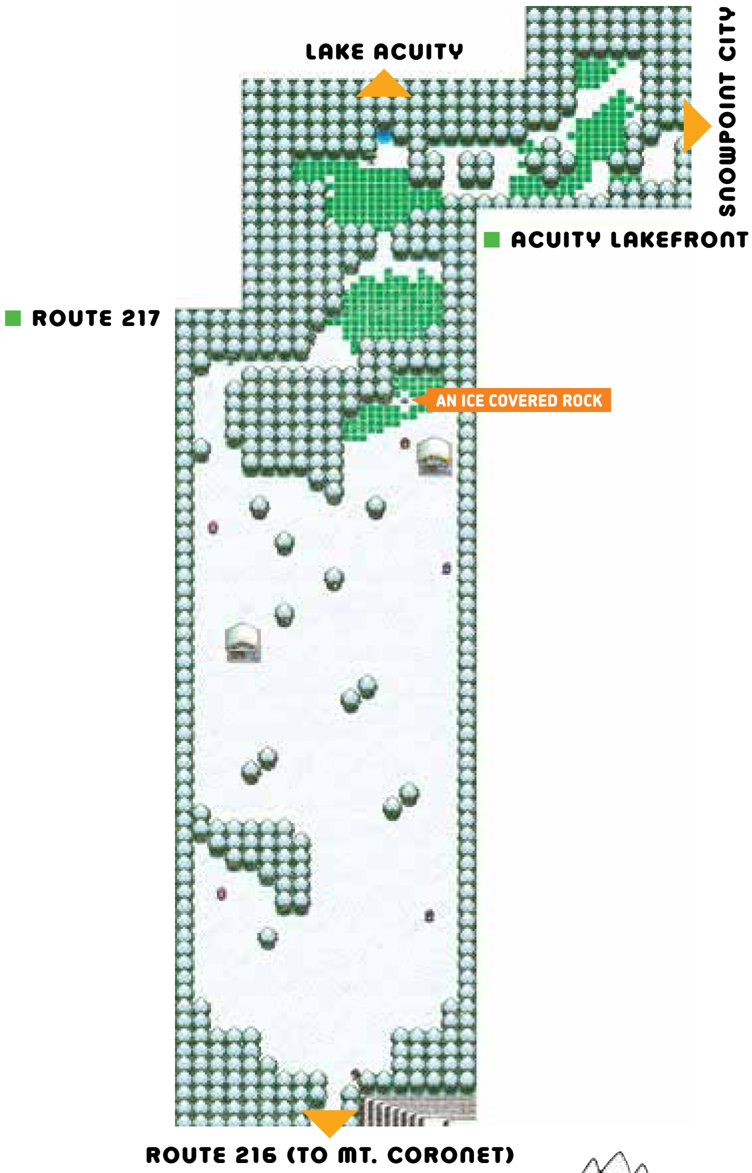


ROUTE 217 AND ACUITY LAKEFRONT

USING FLY
LAND IN SNOWPOINT CITY AND GO WEST

Snover and Sneasel will appear.

WAY UP IN THE NORTH of Sinnoh is Snowpoint City, and just west of it are Route 217 and Acuity Lakefront. You'll see the same Pokémon in both locations. Be careful, though—it's snowing, so all battles take place in hail conditions.



IN GRASS

POKÉMON	M	D	N
Snover	○	○	○
Sneasel	○	○	○
Machoke	○	○	○
Medicham	○	○	○
Meditite	○	○	✕
Zubat	✕	✕	○
Noctowl	✕	✕	○

CATCH IT!



SNOVER IS FOUND in two places—here and at the Mt. Coronet summit. It's a long, hard way to the summit of Mt. Coronet, so be practical and catch Snover here on Route 217 or Acuity Lakefront to save time and frustration.



LAKE ACUITY

USING FLY
LAND IN SNOWPOINT CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

Chingling and Noctowl will appear.

WEST OF SNOWPOINT CITY is this lake where you can also explore a grassy field by surfing to the other side. Though there's snow everywhere, it's all on the ground so you won't have to worry about battling in hail conditions.



IN GRASS

POKÉMON	M	D	N
Bibarel	◎	◎	○
Psyduck	◎	◎	○
Sneasel	○	○	○
Chingling	○	○	○
Noctowl	⊗	⊗	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○



CATCH IT!



CHECK OUT THE GRASS for Chingling and Sneasel, as well as the occasional Psyduck. Psyduck also appears on the water when you use HM Surf. Come back at night to see if you find a Noctowl in the grass as well.





SNOWPOINT TEMPLE

USING FLY
LAND IN SNOWPOINT CITY AND GO TO THE NORTH END OF TOWN

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH
STRENGTH

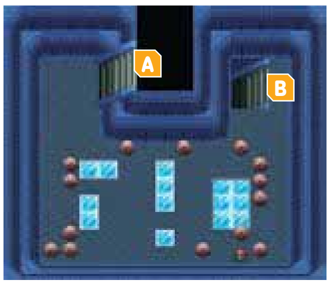
Graveler, Golbat, and Steelix will appear.

IN THE NORTH END OF SNOWPOINT CITY is a sacred temple in that you can't enter until after you've obtained the National Pokédex. Take Regirock, Registeel, and Regice into your party and bring them into the temple to catch Regigigas.

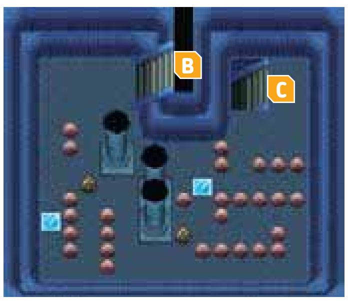
1FL



B1F



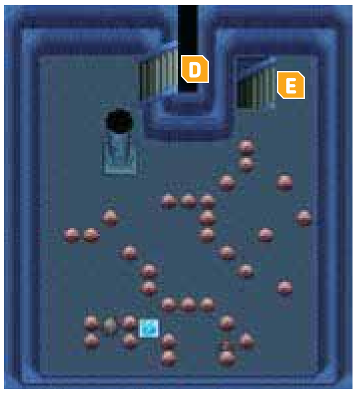
B2F



B3F



B4F



1FL

IN CAVE

POKÉMON	M	D	N
Golbat	◎	◎	◎
Sneasel	◎	◎	◎
Graveler	○	○	○
Onix	○	○	○
Steelix	△	△	△

B1F • B2F • B3F

IN CAVE

POKÉMON	M	D	N
Golbat	◎	◎	◎
Sneasel	◎	◎	◎
Graveler	○	○	○
Steelix	○	○	○
Onix	△	△	△

B4F • B5F

IN CAVE

POKÉMON	M	D	N
Golbat	◎	◎	◎
Sneasel	◎	◎	◎
Graveler	○	○	○
Steelix	○	○	○

B5F





CATCH IT!



ON EVERY FLOOR you'll be haunted by Graveler and Golbat, but as you venture downstairs the assortment changes a little and you start running into Steelix instead of Onix.



ROUTE 208

USING FLY
LAND IN HEARTHOME CITY AND GO WEST

Psyduck and Bibarel will appear.

TAKE THIS ROAD LOCATED WEST of Hearthome City and head for the grass field right outside town. To get down to the water, head over to the entrance of Mt. Coronet and take the stairs down so you can use HM Surf.

MOVES REQUIRED TO COMPLETE THIS AREA
- ROCK SMASH
- SURF
- ROCK CLIMB
- WATERFALL



IN GRASS

POKÉMON	M	D	N
Psyduck	◎	◎	◎
Bidoof	○	○	○
Meditite	○	○	○
Machop	○	○	○
Bibarel	○	○	○
Zubat	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○

CATCH IT!



THERE ARE SIX DIFFERENT KINDS OF POKÉMON to catch in the grass, including Bibarel. The best part is that it's so close to Hearthome City, visiting is a snap. If you're looking for a Psyduck, both the grass and water are viable options, but for Golduck, only the water will do.



MT. CORONET (2ND TIME)

USING FLY
LAND IN OREBURGH CITY AND GO NORTH

Dratini, Dragonair, and Abomasnow will appear.

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH, SURF, STRENGTH, ROCK CLIMB, WATERFALL

SO MANY FLOORS, SO LITTLE TIME. You can battle Pokémon anywhere, but the battles on the summit are a bit tougher because they all take place in hail conditions. There are many twisty passages, and one of them happens to connect Eterna City to Celestic Town.



1FL (1)

IN CAVE

POKÉMON	M	D	N
Geodude	○	◎	◎
Machop	○	○	○
Meditite	○	○	○
Zubat	○	○	○
Chingling	○	○	○
Cleffa	○	○	○

ON WATER

POKÉMON	VARIABLE
Zubat	◎
Golbat	○

FISHING

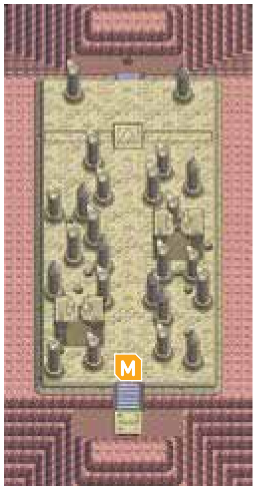
FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○

2FL • 3FL

IN CAVE

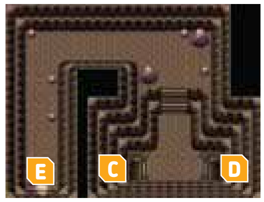
POKÉMON	M	D	N
Bronzong	○	○	○
Graveler	○	○	○
Machoke	○	○	○
Clefairy	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Chingling	○	○	○
Bronzor	△	△	△

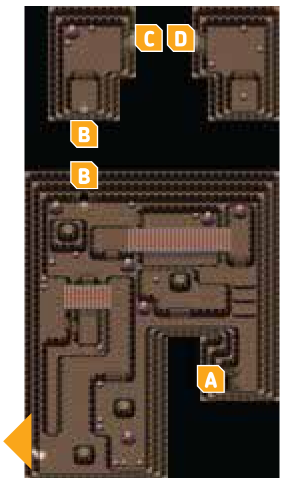
SPEAR PILLAR



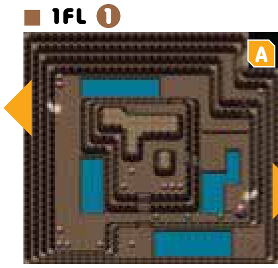
*This map portrays the Diamond version.
In Pearl version right and left will be reversed.

3FL





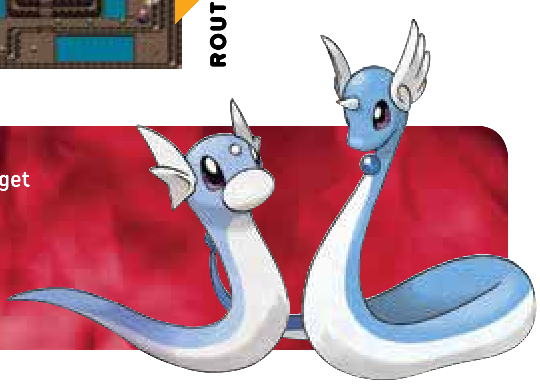
1FL (1)



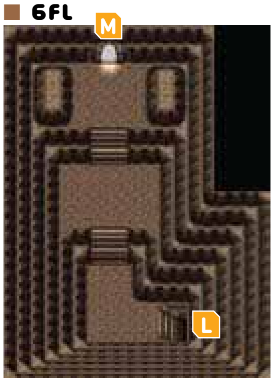
CATCH IT!



THIS IS THE ONLY PLACE to catch Dratini and Dragonair, so use your Super Rod on 4FL (1) to get some of these rare Pokémon. Another Pokémon that makes it's exclusive home at Mt. Coronet is Abomasnow, which you can find on the summit.



6FL



4FL ③



5FL



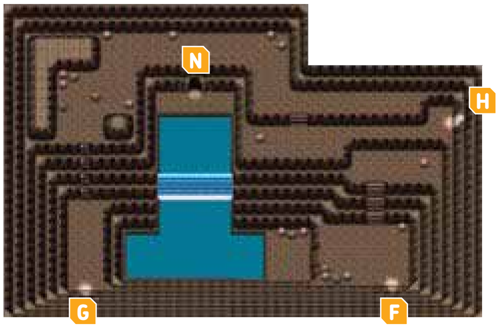
1FL ②



4FL ②



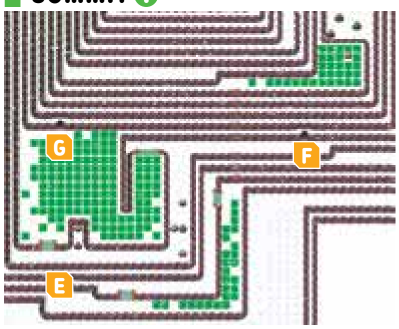
4FL ①



SUMMIT ②



SUMMIT ①







4FL ① ②

IN CAVE

POKÉMON	M	D	N
Bronzong	○	○	○
Graveler	○	○	○
Machoke	○	○	○
Clefairy	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Chingling	○	○	○

ON WATER

POKÉMON	VARIABLE
Zubat	◎
Golbat	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Dratini	○
	Dragonair	△

4FL ③

IN CAVE

POKÉMON	M	D	N
Bronzong	○	○	○
Graveler	○	○	○
Machoke	○	○	○
Clefairy	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Chingling	△	△	△
Chimecho	△	△	△

5FL • 6FL

IN CAVE

POKÉMON	M	D	N
Bronzong	○	○	○
Graveler	○	○	○
Machoke	○	○	○
Clefairy	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Chingling	○	○	○

SUMMIT ① ②

IN GRASS

POKÉMON	M	D	N
Snover	○	○	○
Abomasnow	○	○	○
Medicham	○	○	○
Machoke	○	○	○
Chingling	○	○	○
Bronzong	△	△	△
Clefairy	△	△	△
Noctowl	✕	✕	○
Golbat	✕	✕	○

1FL ②

IN CAVE

POKÉMON	M	D	N
Graveler	◎	◎	◎
Machoke	○	○	○
Clefairy	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Chingling	○	○	○
Bronzong	△	△	△

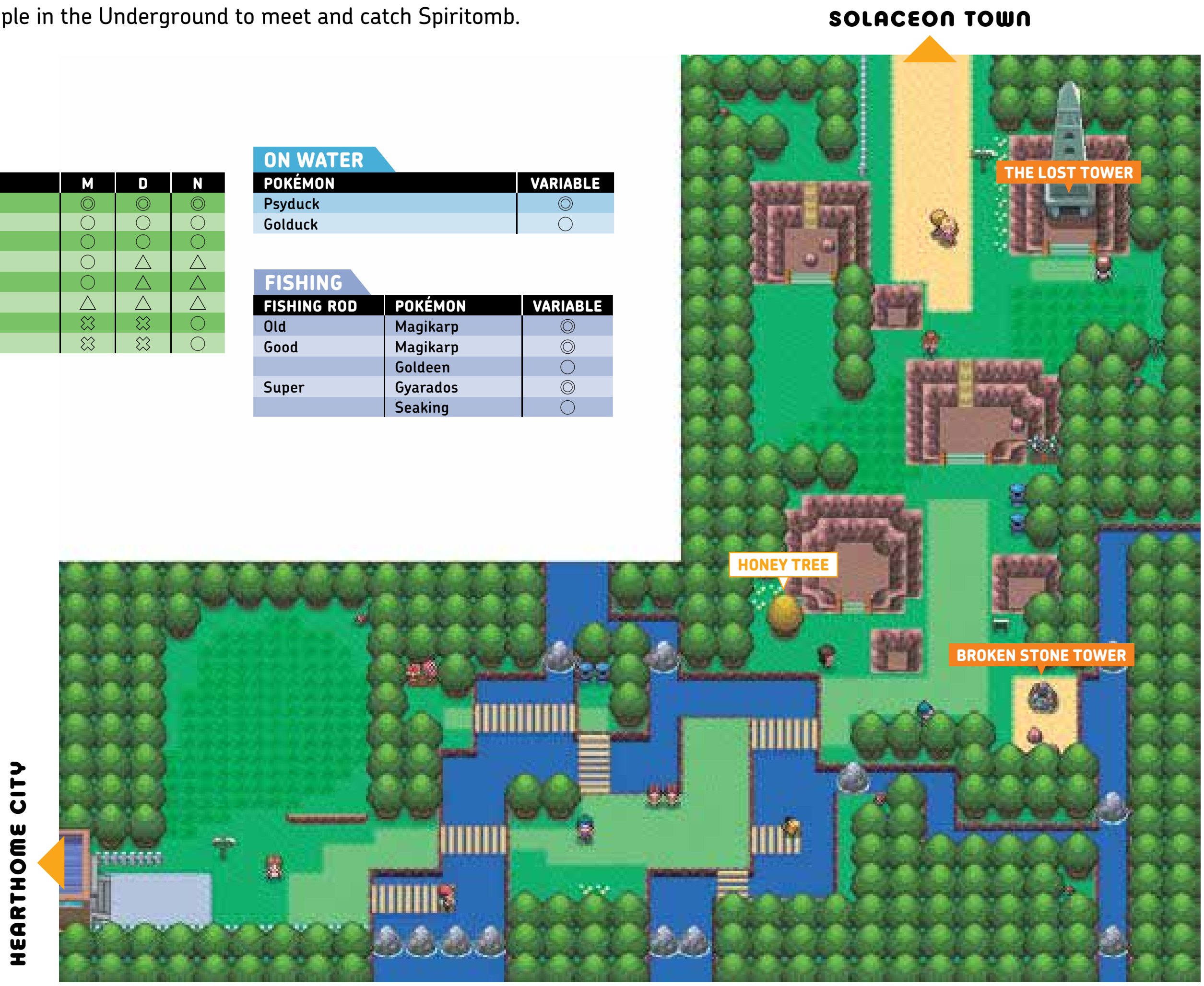
ROUTE 209

USING FLY
LAND IN SOLACEON TOWN AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
CUT SURF

Staravia and Chansey will appear.

THIS ROUTE LINKS SOLACEON TOWN with Hearthome City, and your best bet for wild Pokémon is a small patch of grass south of Solaceon. And the Broken Stone Tower has special significance—insert the Old Keystone and talk to 32 people in the Underground to meet and catch Spiritomb.



IN GRASS

POKÉMON	M	D	N
Bibarel	◎	◎	◎
Starly	○	○	○
Staravia	○	○	○
Mime Jr. ♦	○	△	△
Bonsly ●	○	△	△
Chansey	△	△	△
Gastly	✕	✕	○
Zubat	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○

CATCH IT!



CHECK OUT THE GRASS PATCH for Starly and Staravia, and even the occasional Chansey. Chansey is exclusive to Route 209 and Route 210.



LOST TOWER

USING FLY
LAND IN SOLACEON TOWN AND GO SOUTH

They only come out at night.

NORTH OF ROUTE 209, right next to Solaceon Town is the Lost Tower, which has five floors. Diamond and Pearl versions each have one Pokémon that only emerges at nighttime.

1FL • 2FL

IN TOWER

POKÉMON	M	D	N
Gastly	◎	◎	◎
Zubat	◎	◎	◎
Murkrow ♦	✕	✕	○
Misdreavus ●	✕	✕	○

3FL

IN TOWER

POKÉMON	M	D	N
Gastly	◎	◎	◎
Zubat	◎	◎	◎
Golbat	▲	▲	▲
Murkrow ♦	✕	✕	○
Misdreavus ●	✕	✕	○

4FL

IN CAVE

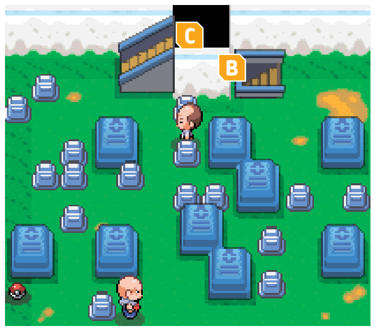
POKÉMON	M	D	N
Gastly	◎	◎	◎
Zubat	◎	◎	◎
Golbat	○	○	○
Murkrow ♦	✕	✕	○
Misdreavus ●	✕	✕	○

5FL

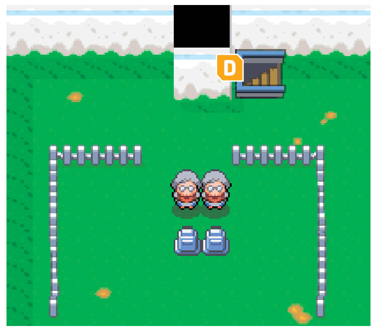
IN TOWER

POKÉMON	M	D	N
Gastly	◎	◎	◎
Zubat	◎	◎	◎
Golbat	○	○	○
Murkrow ♦	✕	✕	○
Misdreavus ●	✕	✕	○

3FL



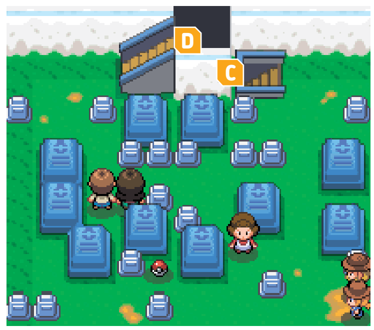
5FL



2FL



4FL



1FL



ROUTE 209 (TO SOLACEON TOWN)

CATCH IT!



THE HIGHER YOU GO, the more likely you'll run into Golbat. Additionally, at night you'll find Murkrow in Pokémon Diamond and Misdreavus in Pokémon Pearl.



CAPTURE GUIDE



SOLACEON RUINS

USING FLY
LAND IN SOLACEON TOWN AND GO TO THE EAST

All about the Unown.

ON THE EAST SIDE OF SOLACEON TOWN you'll find the Solaceon Ruins, which contains lots and lots of small rooms connected by staircases. Unfortunately, you can't reach 2FL from here; you'll have to wait for the Maniac Tunnel (pg 349) to open.

2FL

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎
Unown	◎	◎	◎

B1F

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

B2F

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

B3F 1

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

B3F 2

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

B4F 1

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

B4F 2

IN CAVE

POKÉMON	M	D	N
Unown	◎	◎	◎

INSIDE THE DEAD-END ROOM OF EACH FLOOR

IN CAVE

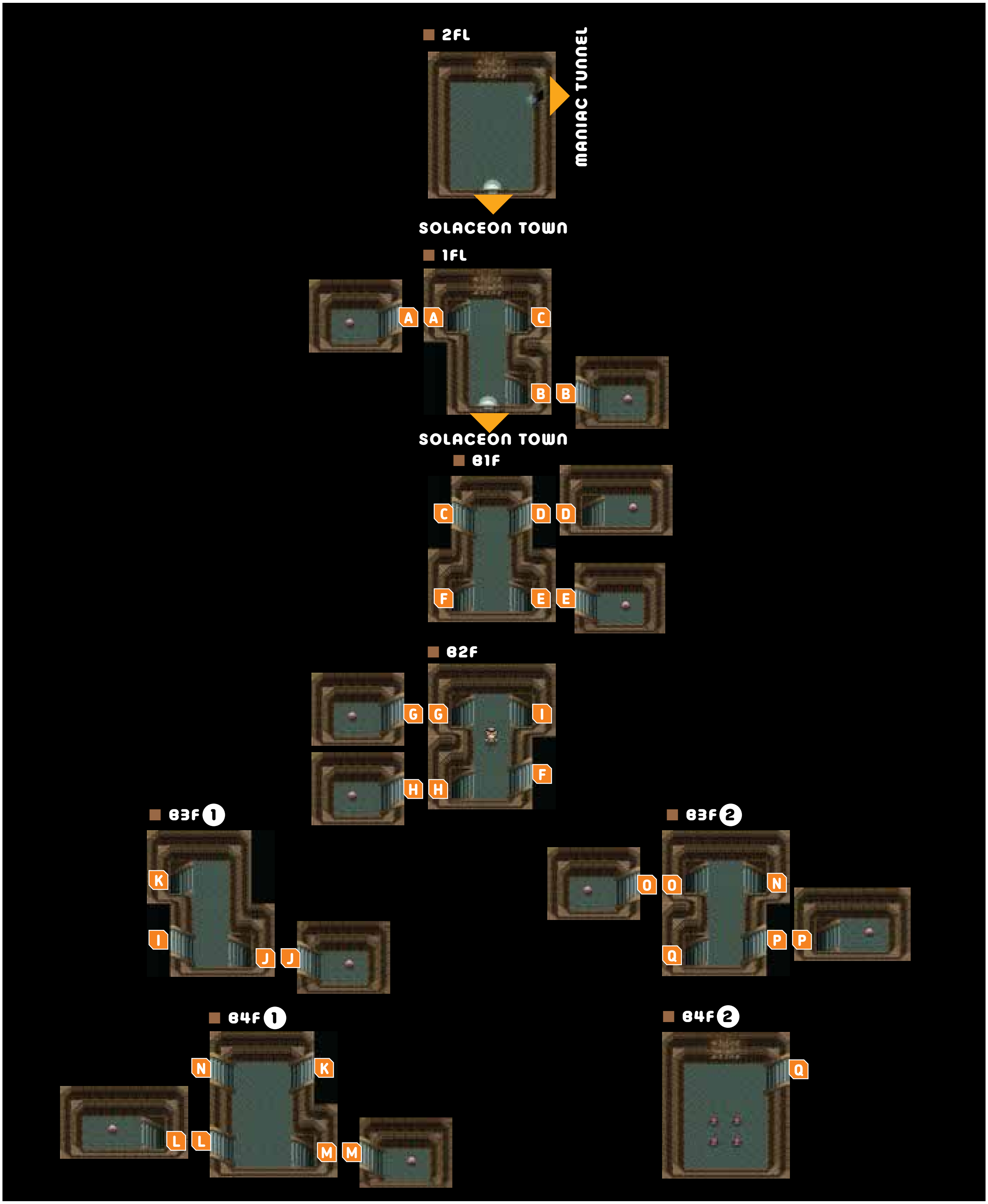
POKÉMON	M	D	N
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎
Unown	◎	◎	◎

CATCH IT!



THE ONLY POKÉMON in the Solaceon Ruins are Unown, so have a ball and see if you can catch all the different shapes. Twenty-six are available to begin with, and once you have those, head to the Maniac Tunnel on Route 214, where you can now catch the remaining two varieties of Unown.




2FL
MANIAC TUNNEL
SOLACEON TOWN
1FL
A
A
C
B
B
SOLACEON TOWN
B1F
C
D
D
F
E
E
B2F
G
G
I
F
H
H
B3F 1
K
I
J
J
B3F 2
O
O
N
P
P
Q
B4F 1
N
K
L
L
M
M
B4F 2
Q



ROUTE 210

USING FLY
LAND IN CELESTIC TOWN AND GO EAST OR LAND IN SOLACEON TOWN AND GO NORTH

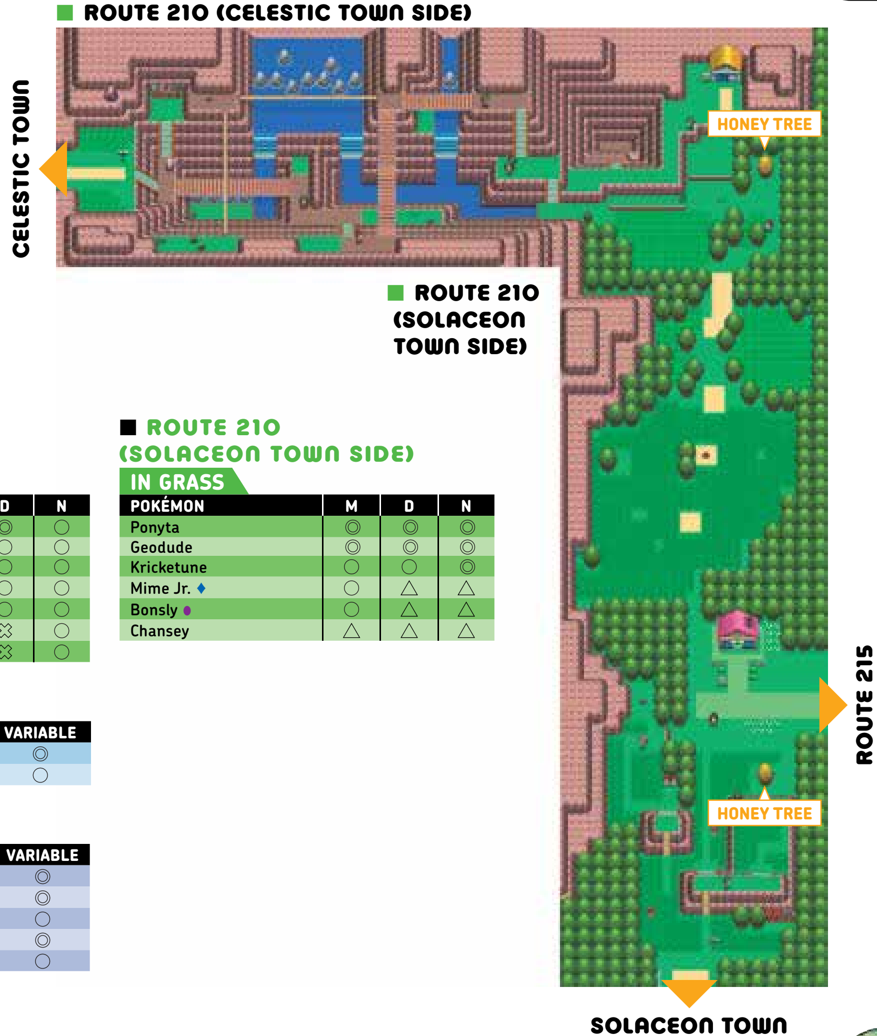
MOVES REQUIRED TO COMPLETE THIS AREA



Mime Jr., Bonsly, and Chansey will appear.

THIS ROUTE IS A BIT TRICKY to pass, between the first half with its field of tall grass, and the second half with its thick fog covering. The fog will even affect your battling, so best to use HM Defog before you go into battle.

ROUTE 210 (CELESTIC TOWN SIDE)





ROUTE 210 (CELESTIC TOWN SIDE)

IN GRASS

POKÉMON	M	D	N
Meditite	◎	◎	○
Psyduck	○	○	○
Bibarel	○	○	○
Machop	○	○	○
Machoke	○	○	○
Hoothoot	✕	✕	○
Noctowl	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○

ROUTE 210 (SOLACEON TOWN SIDE)

IN GRASS

POKÉMON	M	D	N
Ponyta	◎	◎	◎
Geodude	◎	◎	◎
Kricketune	○	○	◎
Mime Jr. ♦	○	△	△
Bonsly ●	○	△	△
Chansey	△	△	△



CATCH IT!



CHECK OUT THE TALL GRASS on the Solaceon Town for some special surprises—Mime Jr. will appear in Pokémon Diamond, while Bonsly will appear in Pokémon Pearl. You may even see a Chansey or two. All of the other Pokémon appearing in the grass are the same.

ROUTE 215

USING FLY
LAND IN VEILSTONE CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA
CUT

Kadabra and Ponyta will appear.

BETWEEN VEILSTONE CITY and Solaceon Town is this rainy route where you'll have to deal with the precipitation even during battles. This will raise the strength of your Water-type Pokémon, so be careful not to knock out the wild Pokémon you're trying to catch.

ROUTE 210



VEILSTONE CITY

IN GRASS

POKÉMON	M	D	N
Ponyta	◎	◎	○
Geodude	◎	○	○
Kricketune	○	○	◎
Abra	○	○	○
Kadabra	○	○	○



CATCH IT!



VENTURE INTO THE GRASS FIELD to find Ponyta, Kricketune, and even Kadabra. The only other place you'll see Kadabra in the wild is inside Victory Road.

ROUTE 214

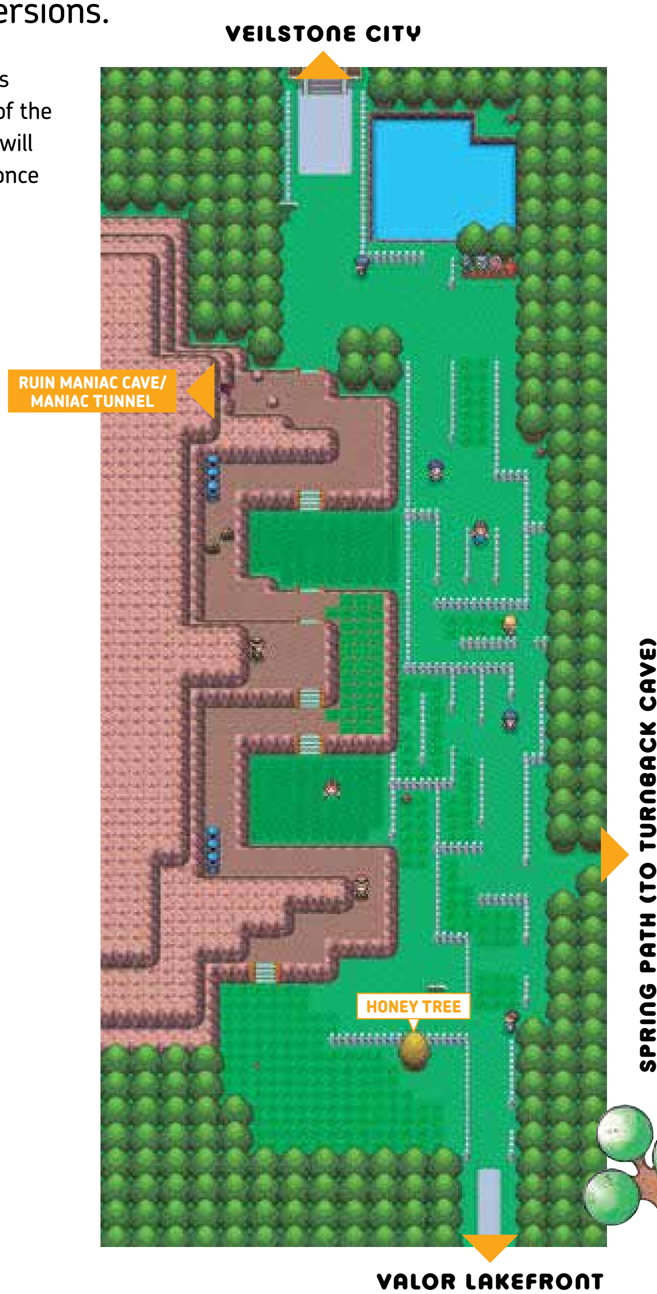
USING FLY
LAND IN VEILSTONE CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA

ROCK SMASH
SURF

Different Pokémon for different versions.

SOUTH OF VEILSTONE CITY is this road of grass and rock, with fences in between. Regardless of the height of the grass, short or tall, the same Pokémon will appear. Another area called Spring Path will appear once you've obtained the National Pokédex.



IN GRASS

POKÉMON	M	D	N
Ponyta	◎	◎	○
Geodude	○	○	○
Gastrodon	○	○	○
Stunky ♦	○	○	○
Sudowoodo ●	○	○	○
Girafarig	○	○	○
Graveler	○	○	△
Kricketune	△	△	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

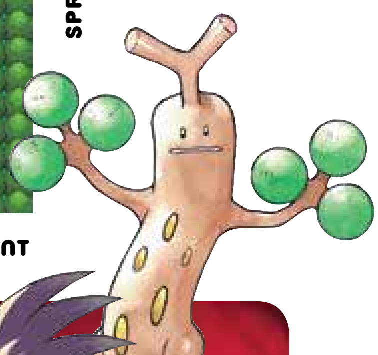
FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○



CATCH IT!



CHECK OUT THE GRASS for some version-exclusive Pokémon. Stunky will appear only in Diamond and Sudowoodo will appear in Pearl. No matter what version you have, you'll be able to see Girafarig here, or at Valor Lakefront.





RUIN MANIAC CAVE/ MANIAC TUNNEL

USING FLY
LAND IN VEILSTONE CITY AND GO SOUTH

The place for Hippopotas.

THE MORE UNOWN YOU COLLECT, the further back the cave will stretch. Once you have collected ten different kinds, the cave reaches its halfway mark, and in honor of this occasion, the name changes to Maniac Tunnel. If you collect all of the different Unown, the tunnel will be completed and will connect to Solaceon Ruins.

1ST STAGE

IN CAVE

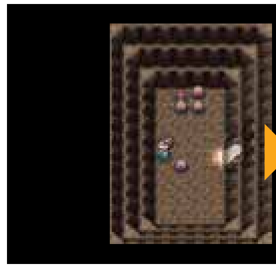
POKéMON	M	D	N
Geodude	◎	◎	◎
Hippopotas	△	△	△

2ND STAGE, 3RD STAGE

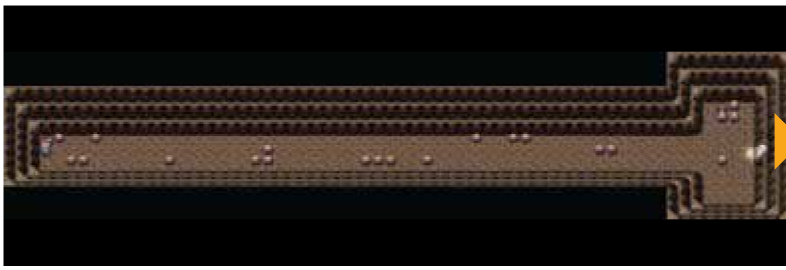
IN CAVE

POKéMON	M	D	N
Geodude	◎	◎	◎
Hippopotas	○	○	○

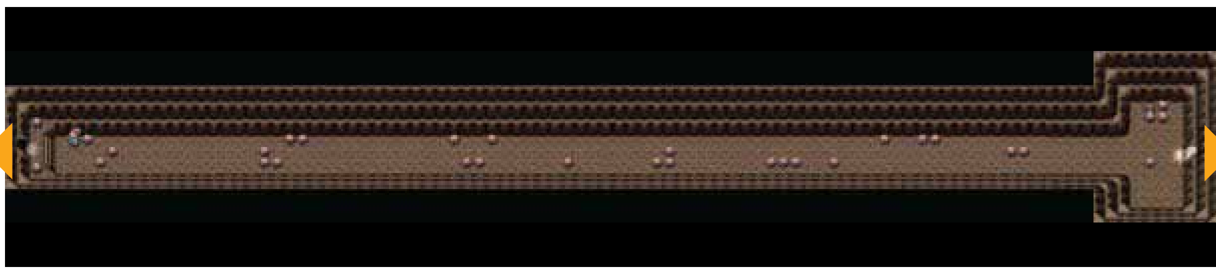
RUIN MANIAC CAVE (1ST STAGE)



RUIN MANIAC CAVE (2ND STAGE)



MANIAC TUNNEL (3RD STAGE)



CAPTURE GUIDE



CATCH IT!



THIS IS THE TIME to catch Hippopotas, but you might have trouble finding it when the cave digging is in its early stages. Once the cave starts to look like a tunnel, the odds go up, so you should capture many Unown in order to up your chances of getting a Hippopotas.



SENDOFF SPRING, TURNBACK CAVE

USING FLY
LAND IN VEILSTONE CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
DEFOG
CUT
ROCK CLIMB

Chimecho, Haunter, and Bronzong will appear.

ONCE THE NATIONAL POKÉDEX is yours to fill, Sendoff Spring will appear near Veilstone City, along with the path to get there. Take the Spring Path off Route 214, which will lead you to Sendoff Spring and Turnback Cave. Once you solve the maze inside, you can catch Giratina (pg 273).



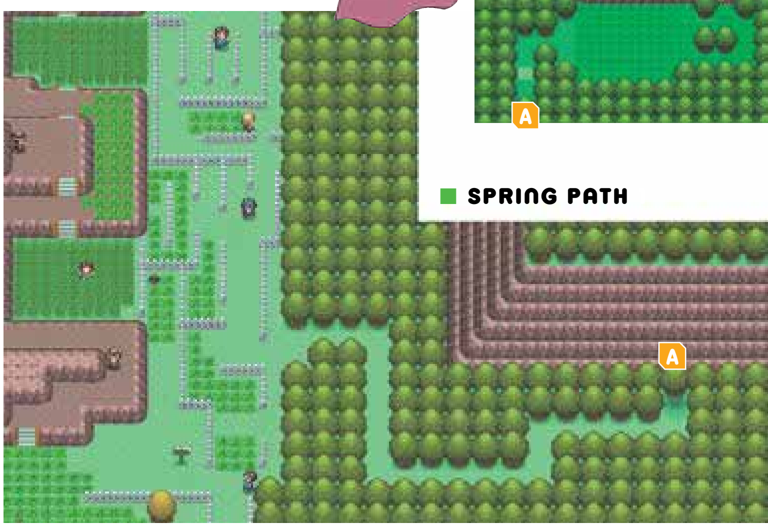
SENDOFF SPRING





ROUTE 214

SPRING PATH



SENDOFF SPRING

IN GRASS

POKÉMON	M	D	N
Bibarel	◎	◎	◎
Golduck	○	○	○
Chimecho	○	○	○
Staravia	○	○	△
Noctowl	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Golduck	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○

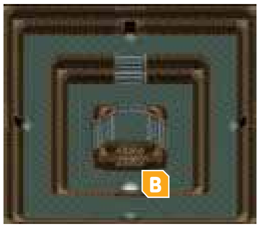
CATCH IT!



THERE ARE FIVE different kinds of Pokémon you can encounter here, including Chimecho. Other hard-to-find Pokémon include Haunter, which only appears inside the cave, and Bronzong, which makes its only other appearance at Mt. Coronet.



TURNBACK CAVE (ENTRANCE)



TURNBACK CAVE (SPEAR ROOM-1)



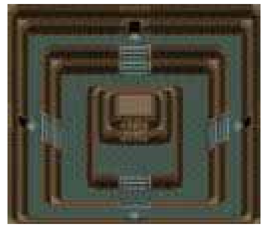
TURNBACK CAVE (SPEAR ROOM-2)



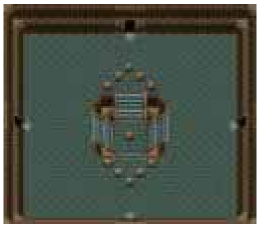
TURNBACK CAVE (SPEAR ROOM-3)



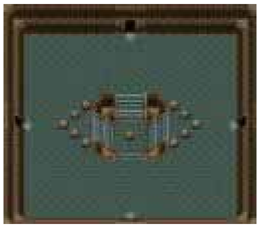
TURNBACK CAVE (GIRATINA'S ROOM)



ROOM 1



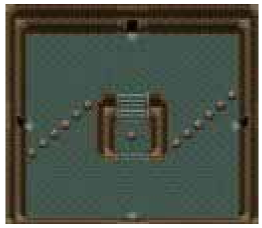
ROOM 2



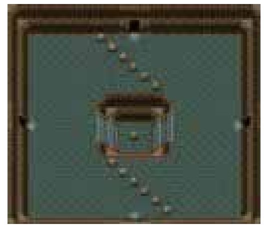
ROOM 3



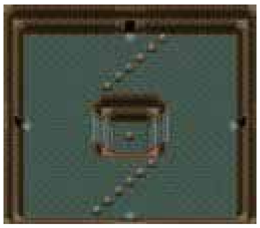
ROOM 4



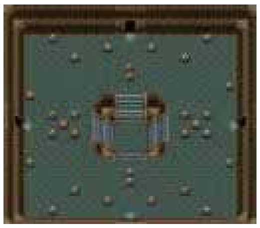
ROOM 5



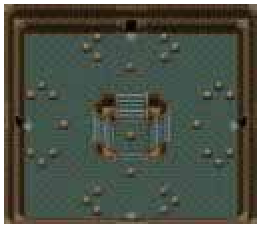
ROOM 6



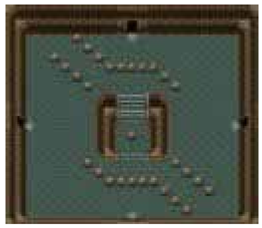
ROOM 7



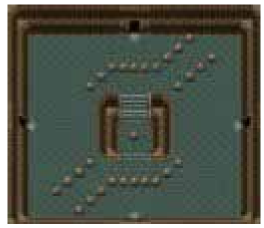
ROOM 8



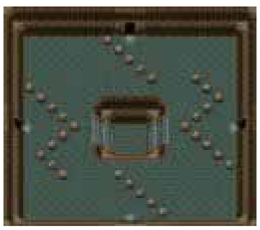
ROOM 9



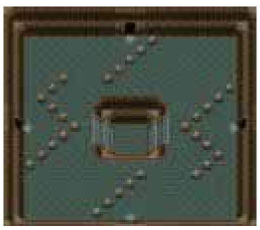
ROOM 10



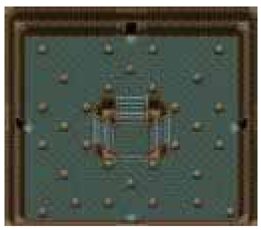
ROOM 11



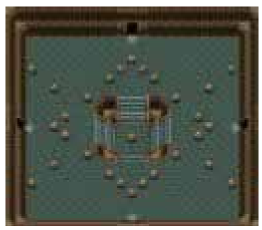
ROOM 12



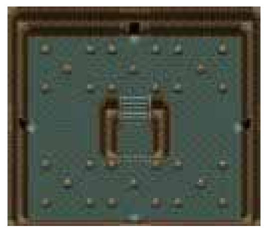
ROOM 13



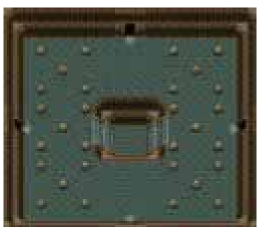
ROOM 14



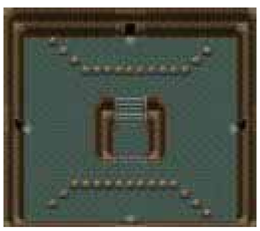
ROOM 15



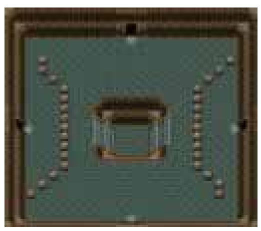
ROOM 16



ROOM 17



ROOM 18



ENTIRE TURNBACK CAVE

IN CAVE

POKÉMON	M	D	N
Golbat	◎	◎	◎
Bronzong	◎	◎	◎
Haunter	◎	◎	◎
Bronzor	△	△	△

VALOR LAKEFRONT

USING FLY

LAND IN SUNYSHORE CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA

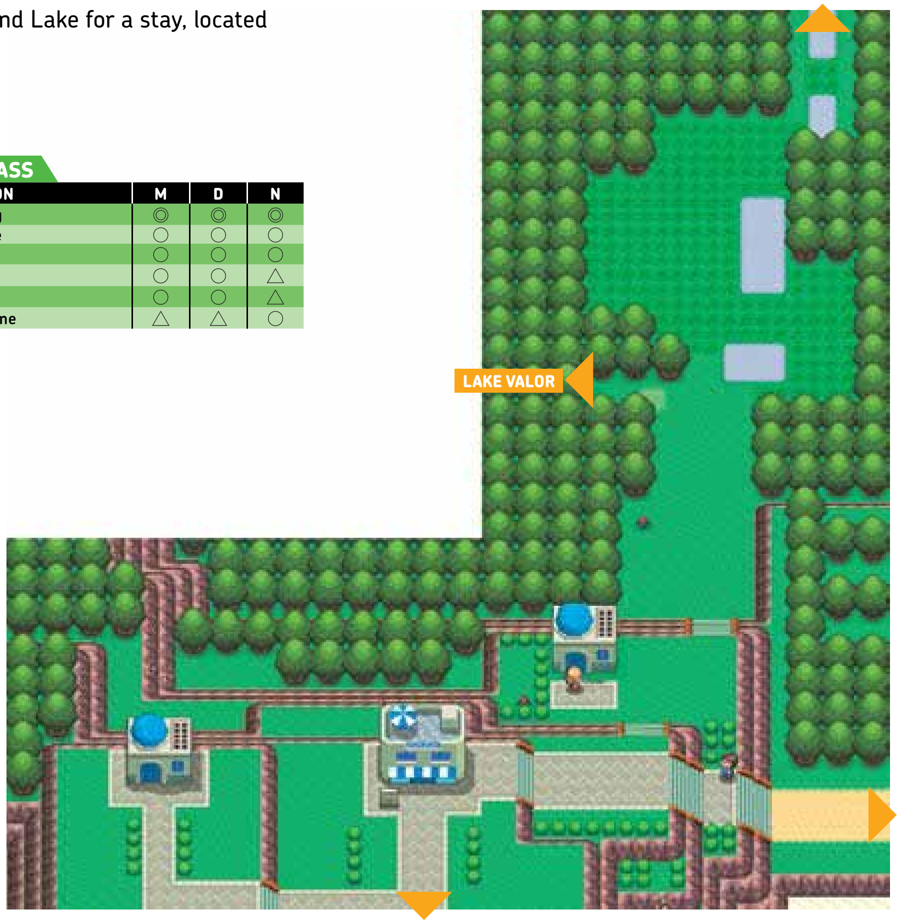
ROCK CLIMB

Girafarig and Kricketune will appear.

VALOR LAKEFRONT IS CENTRALLY LOCATED among Veilstone City, Pastoria City, and Sunyshore City. Your best bet in a hurry to get there is Sunyshore City, since you don't have to wander through any grass on the way. If your Pokémon need healing while you're here, just pop into the Hotel Grand Lake for a stay, located south on Route 213.

IN GRASS

POKÉMON	M	D	N
Girafarig	◎	◎	◎
Geodude	○	○	○
Bibarel	○	○	○
Staravia	○	○	△
Graveler	○	○	△
Kricketune	△	△	○



CATCH IT!



THOUGH YOU COULD always go to Route 214 to catch a Girafarig, the chances of meeting one are much higher here. Other variable Pokémon are Staravia and Graveler, which appear more often in the morning, and Kricketune, which appear more often at night.

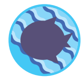


LAKE VALOR

USING FLY

LAND IN SUNYSHORE CITY AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA



SURF

Chingling and Noctowl will appear.

SINNOH REGION IS FAMOUS for three lakes, the third of which is represented here. On the south side of the lake you'll find a grassy field, so just use HM Surf and coast across to start catching the Pokémon that appear there.



IN GRASS

POKÉMON	M	D	N
Bibarel	◎	◎	◎
Psyduck	○	○	○
Chingling	○	○	○
Staravia	○	○	△
Noctowl	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

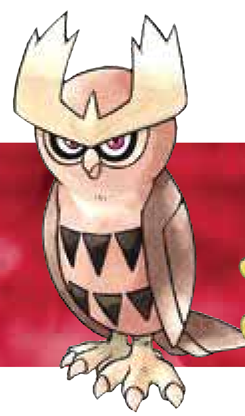
FISHING

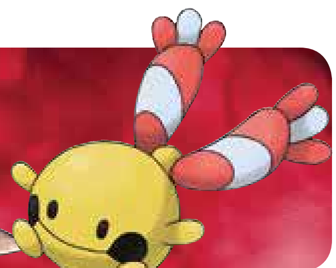
FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○

CATCH IT!



YOU CAN TRY to catch a Chingling here, but they're also available at Lake Acuity and Route 211. Check out the lake at night to find the nocturnal Noctowl.









ROUTE 213

USING FLY
LAND IN PASTORIA CITY AND GO EAST

Shellos and Sharpedo will appear.

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH
SURF
ROCK CLIMB

EAST OF PASTORIA CITY is this road where you can encounter up to twelve different kinds of Water-type Pokémon. Be ready to scale some rock too—there are grass fields that can only be accessed using HM Rock Climb.





IN GRASS

POKÉMON	M	D	N
Buizel	◎	◎	◎
Shellos	◎	◎	◎
Wingull	○	○	○
Floatzel	○	○	○

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

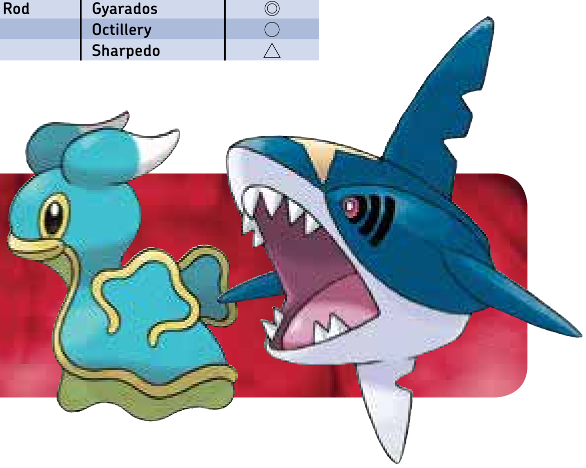
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Octillery	○
	Sharpedo	△

CATCH IT!



IF YOU WANT A SHARPEDO, give your Super Rod a go on the water. Only here and on Route 222 can you find one. Also check out the Shellos—they're the blue-colored ones of the east sea.

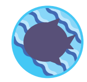


PASTORIA CITY

Remoraid and Octillery will appear.

ON THE EAST SIDE, we have Route 213. On the west side, Route 212. Head down to the water to find four species when you surf, and another four kinds of Pokémon when you fish.

MOVES REQUIRED TO COMPLETE THIS AREA



SURF





ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

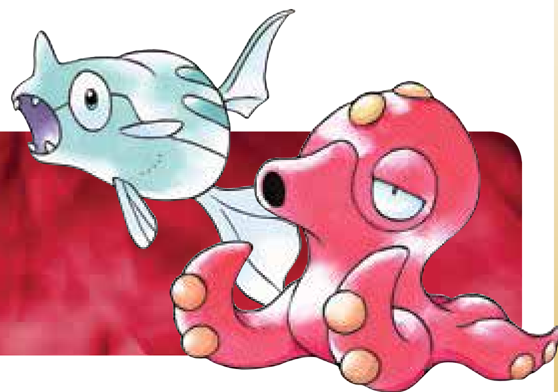
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Octillery	○

CATCH IT!



TO FIND REMORAID and Octillery you should try fishing, while for Tentacool and Wingull, you can find them all the time while surfing. If you're looking for their evolved forms, Tentacruel and Pelipper, it'll be a bit harder.





PASTORIA GREAT MARSH

USING FLY
LAND IN PASTORIA CITY AND GO TO THE NORTH SIDE

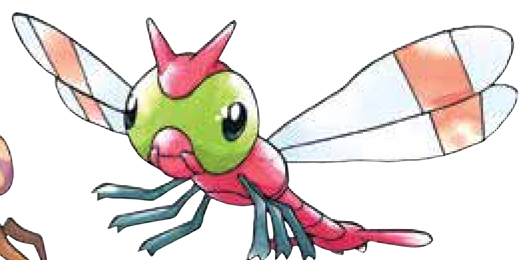
MOVES REQUIRED TO COMPLETE THIS AREA
SURF

The exclusive home to 12 different kinds of Pokémon.

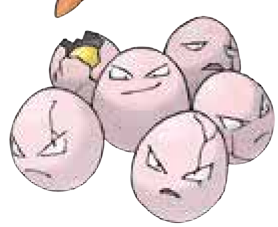
IT MAY SEEM like just a huge swamp to you, but to many Pokémon, this is a relaxing and wonderful place to live. It has its regulars, the Pokémon that appear every day, but there's also one additional Pokémon that appears in each area, switching up daily. To check out the selection available, use the telescope at the observatory.







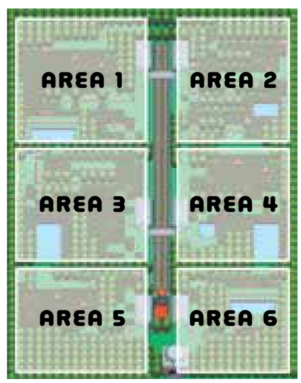






PASTORIA CITY

AREA MAP



CATCH IT!



THERE ARE SO MANY great Pokémon that are exclusive to the Great Marsh: Croagunk, Skorupi, Carnivine, Toxicroak, Drapion, Exeggcute, Yanma, Shroomish, Paras, Kangaskhan, Gulpin, and Carvanha. It'll take quite a few rounds of the Safari Game to catch them all.

AREAS 1 AND 2

IN GRASS

POKÉMON	M	D	N
Wooper	○	○	○
Bibarel	○	○	○
Marill	○	○	○
Quagsire	○	○	○
Psyduck	△	△	△
Bidoof	▲	▲	▲
Azurill	▲	▲	▲
Budew	○	○	✕
Starly	○	○	✕
Noctowl	✕	✕	○
Hoothoot	✕	✕	○

AREAS 3 AND 4

IN GRASS

POKÉMON	M	D	N
Wooper	○	○	○
Bibarel	○	○	○
Marill	○	○	○
Quagsire	○	○	○
Psyduck	△	△	△
Bidoof	▲	▲	▲
Azurill	▲	▲	▲
Budew	○	○	✕
Starly	○	○	✕
Hoothoot	✕	✕	○

AREA 5

IN GRASS

POKÉMON	M	D	N
Wooper	○	○	○
Bibarel	○	○	○
Marill	○	○	○
Quagsire	○	○	○
Bidoof	△	△	△
Azurill	△	△	△
Budew	○	○	✕
Starly	○	○	✕
Hoothoot	✕	✕	○

AREA 6

IN GRASS

POKÉMON	M	D	N
Wooper	○	○	○
Bibarel	○	○	○
Marill	○	○	○
Quagsire	○	○	○
Psyduck	△	△	△
Bidoof	▲	▲	▲
Azurill	▲	▲	▲
Budew	○	○	✕
Starly	○	○	✕
Hoothoot	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Wooper	◎
Marill	◎
Quagsire	△
Psyduck	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
	Gyarados	△
Super Rod	Whiscash	◎
	Carvanha	○
	Gyarados	△

POKÉMON THAT CHANGE DAILY (BEFORE OBTAINING THE NATIONAL POKÉDEX

POKÉMON	M	D	N
Croagunk	○	○	○
Skorupi	○	○	○
Carnivine	○	○	○
Golduck	○	○	○
Roselia	○	○	○
Staravia	○	○	○
Marill	○	○	○
Azurill	○	○	○
Wooper	○	○	○
Quagsire	○	○	○
Bidoof	○	○	○
Bibarel	○	○	○

POKÉMON THAT CHANGE DAILY (AFTER OBTAINING THE NATIONAL POKÉDEX

POKÉMON	M	D	N
Croagunk	○	○	○
Skorupi	○	○	○
Carnivine	○	○	○
Golduck	○	○	○
Roselia	○	○	○
Staravia	○	○	○
Toxicroak	○	○	○
Drapion	○	○	○
Exeggcute	○	○	○
Yanma	○	○	○
Shroomish	○	○	○
Paras	○	○	○
Kangaskhan	○	○	○
Gulpin	○	○	○







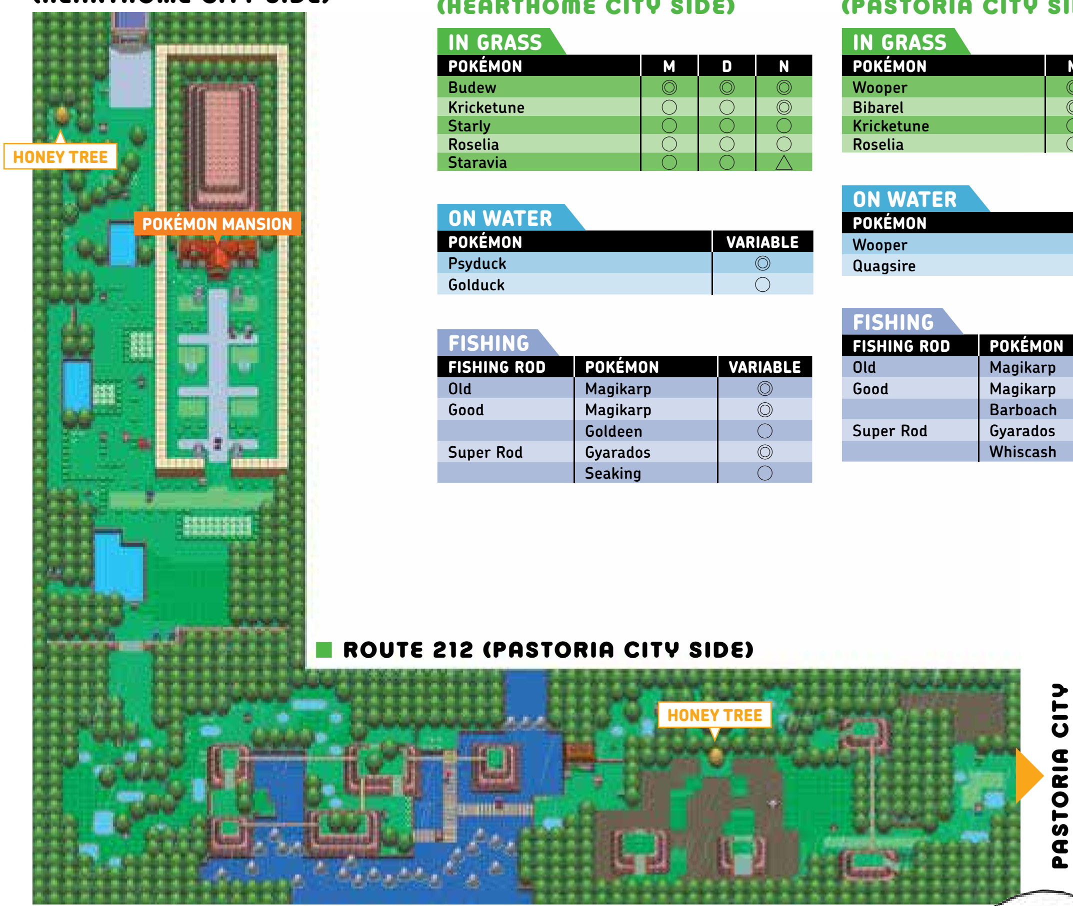
ROUTE 212

USING FLY
LAND IN HEARTHOME CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
CUT
SURF

Wooper and Quagsire will appear.

ROUTE 212 IS THE CONNECTION between Hearthome City and Pastoria City, but its halves are very different from each other. The north-to-south side closer to Hearthome City has different Pokémon than the Pastoria City side, which runs west-to-east. Not only that, but the weather is different, and all of your battles on the Pastoria City end of Route 212 will be plagued by pouring rain.



ROUTE 212 (HEARTHOME CITY SIDE)

IN GRASS

POKÉMON	M	D	N
Budew	◎	◎	◎
Kricketune	○	○	◎
Starly	○	○	○
Roselia	○	○	○
Staravia	○	○	△

ON WATER

POKÉMON	VARIABLE
Psyduck	◎
Golduck	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super Rod	Gyarados	◎
	Seaking	○

ROUTE 212 (PASTORIA CITY SIDE)

IN GRASS

POKÉMON	M	D	N
Wooper	◎	◎	◎
Bibarel	◎	◎	○
Kricketune	○	○	◎
Roselia	○	○	○

ON WATER

POKÉMON	VARIABLE
Wooper	◎
Quagsire	○

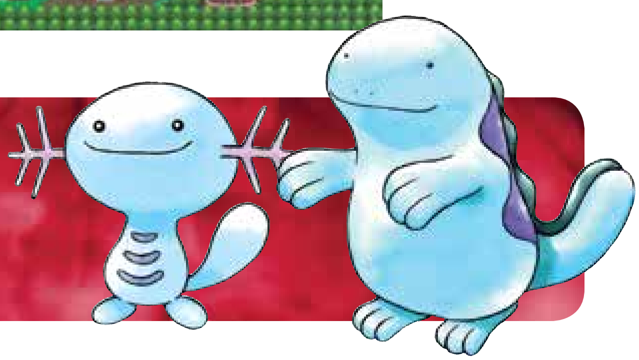
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super Rod	Gyarados	◎
	Whiscash	○

CATCH IT!



WOOPER AND QUAGSIRE really love the mud, so the only places you'll find them are here and in the Pastoria Great Marsh.



POKÉMON MANSION

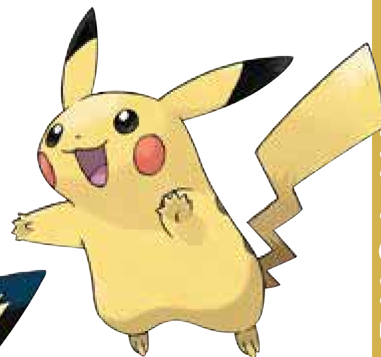
USING FLY
LAND IN HEARTHOME CITY AND GO WEST

Eevee, Porygon, and Castform will appear.

CHECK OUT THAT BIG MANSION on Route 212, where a man named Backlot takes care of Pokémon in his Trophy Garden. If you visit him after obtaining the National Pokédex, one more Pokémon will be added to the residents of the garden, for a maximum of two newcomers. After that, the new Pokémon seen in his garden changes daily after you have a little chat with him.

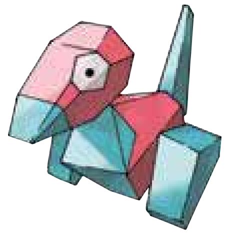




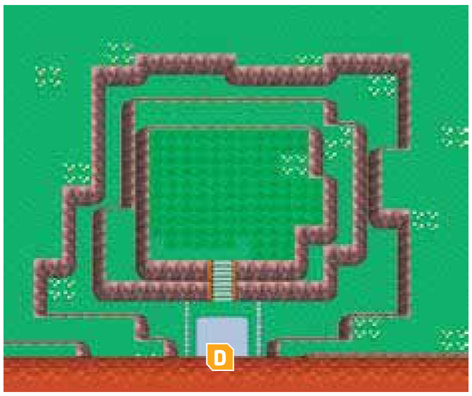








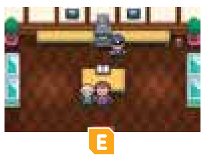
TROPHY GARDEN



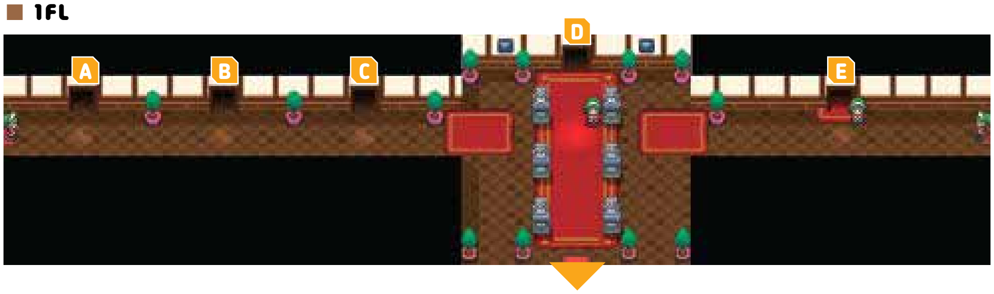
1FL (MAID'S ROOM)



1FL (BACKLOT'S ROOM)



1FL



IN GRASS

POKÉMON	M	D	N
Roselia	◎	◎	◎
Pichu	◎	○	○
Staravia	○	◎	○
Kricketune	○	○	◎
Pikachu	○	○	○

VARYING POKÉMON

POKÉMON	M	D	N
Eevee	○	○	○
Bonsly	○	○	○
Happiny	○	○	○
Meowth	○	○	○
Cleffa	○	○	○
Clefairy	○	○	○
Igglybuff	○	○	○
Plusle	○	○	○
Jigglypuff	○	○	○
Porygon	○	○	○
Castform	○	○	○
Minun	○	○	○
Mime Jr.	○	○	○
Marill	○	○	○
Chansey	○	○	○
Azurill	○	○	○

CATCH IT!



THE POKÉMON MANSION'S Trophy Garden is home to a lot of exclusive Pokémon: Pichu, Pikachu, Eevee, Meowth, Igglybuff, Porygon, and Castform. It's probably because Backlot takes such good care of his garden, so talk to him everyday so the ones you want to catch eventually appear.



ROUTE 222

USING FLY
LAND IN HEARTHOME CITY AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH
CUT
SURF

A difference between Diamond and Pearl.

GO WEST OF SUNYSHORE CITY to find this route along the sea, with four grassy fields to explore. The field closest to the city is blocked by a fence, so go around and use either HM Surf or HM Rock Smash to get to the stairs that lead to it. All of the other fields have no such restrictions.

VALOR LAKEFRONT



SUNYSHORE CITY

IN GRASS

POKÉMON	M	D	N
Gastrodon ♦	◎	◎	◎
Floatzel	○	○	◎
Gastrodon ●	○	○	○
Mr. Mime ♦	○	○	○
Glameow ●	○	○	○
Purugly ●	○	○	○
Wingull	○	○	○
Chatot	○	○	✕

ON WATER

POKÉMON	VARIABLE
Tentacool	◎
Wingull	◎
Tentacruel	△
Pelipper	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Octillery	○
	Sharpedo	△





CATCH IT!



IF YOU HAVE POKÉMON DIAMOND, you'll run into Mr. Mime in the grass. If you have Pokémon Pearl, keep an eye out for Glameow and Purugly. Another one to watch out for is Chatot, which only appears here and on Route 224.

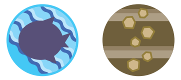


SUNYSHORE CITY

Mantyke, Staryu, and Pelipper will appear.

THIS IS THE FARTHEST point east in the Sinnoh region, bounded by the sea. You can try to surf these waters, but you'll soon find yourself on Route 223 instead. Surf around the city and see what you find, but proceed with caution, as the passages are narrow.

MOVES REQUIRED TO COMPLETE THIS AREA



ROUTE 223



ROUTE 222

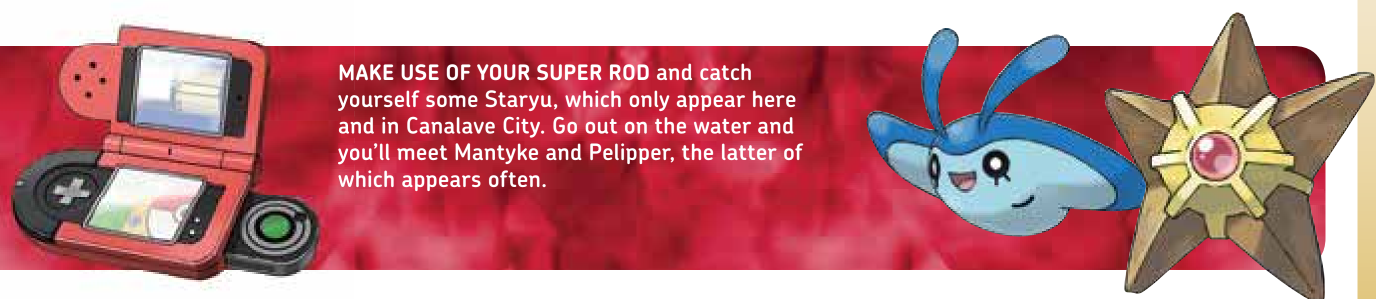
ON WATER

POKÉMON	VARIABLE
Tentacruel	◎
Pelipper	◎
Mantyke	○

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Octillery	○
	Sharpedo	△

CATCH IT!



MAKE USE OF YOUR SUPER ROD and catch yourself some Staryu, which only appear here and in Canalave City. Go out on the water and you'll meet Mantyke and Pelipper, the latter of which appears often.

ROUTE 223

USING FLY
LAND IN SUNSHORE CITY AND GO NORTH

Wailmer and Wailord will appear.

THIS IS THE WATERWAY CONNECTING the Pokémon League with the rest of Sinnoh, and you won't find a single patch of grass here to explore. Use HM Surf to get around, and you can walk on the shoals, though there won't be any Pokémon there, just out on the open water.

POKÉMON LEAGUE



SUNYSHORE CITY

MOVES REQUIRED TO COMPLETE THIS AREA
SURF

ON WATER

POKÉMON	VARIABLE
Tentacruel	◎
Pelipper	◎
Mantyke	○

FISHING

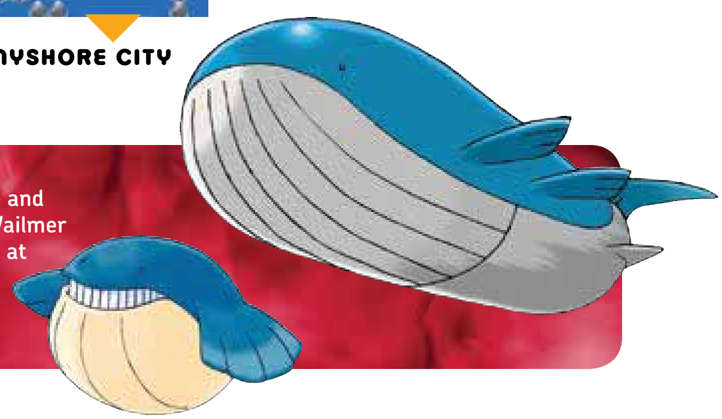
FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Wailmer	○
	Octillery	△
	Wailord	△



CATCH IT!



HERE YOU'LL BE ABLE TO FIND a few Pokémon that make their home here and only one other place. First, there's Wailmer and Wailord, which make their home at Route 230 as well. Then there's Mantyke, which also appears in Sunyshore City.



POKÉMON LEAGUE

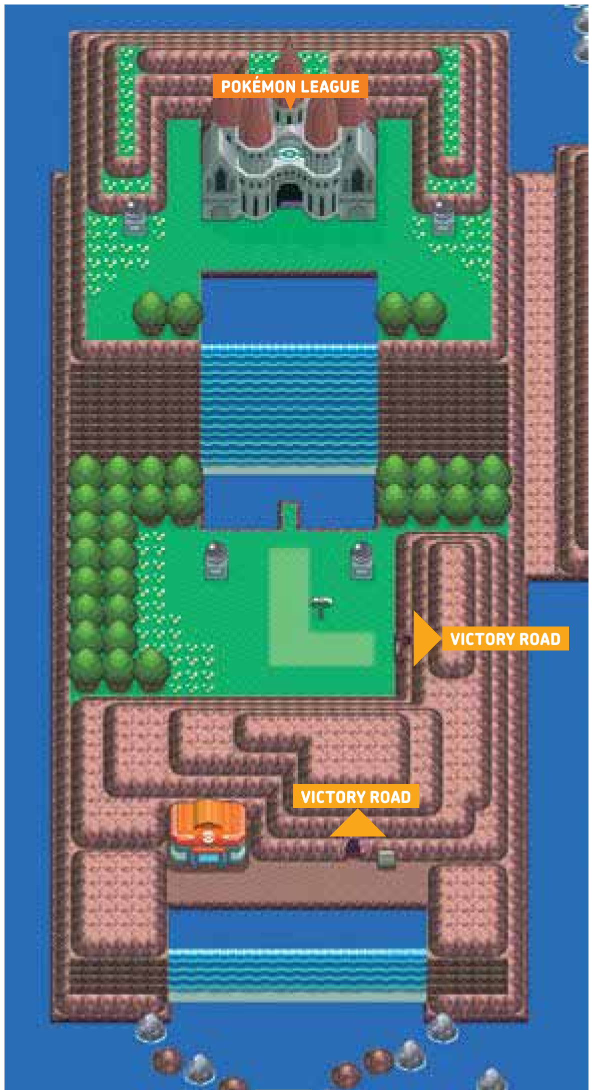
Luvdisc, Tentacruel, and Pelipper will appear.

MOVES REQUIRED TO COMPLETE THIS AREA

SURF WATERFALL

THERE ARE ONLY TWO BUILDINGS 'round these parts, and that's the Pokémon Center to the south and the Pokémon League to the north. Once you can use HM Fly, heading to either one of these buildings will be a snap, but if you don't, then you'll have to pass through the grueling Victory Road.





ON WATER

POKÉMON	VARIABLE
Tentacruel	◎
Pelipper	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Octillery	○
	Sharpedo	△

CATCH IT!



THIS IS ONE OF THE TWO HOMES of Luvdisc, besides Route 224. Because there are fewer Pokémon here, your chances of running into Tentacruel or Pelipper are much higher than at other locales.







VICTORY ROAD

USING FLY
LAND AT THE POKÉMON LEAGUE

The lone home of Lapras.

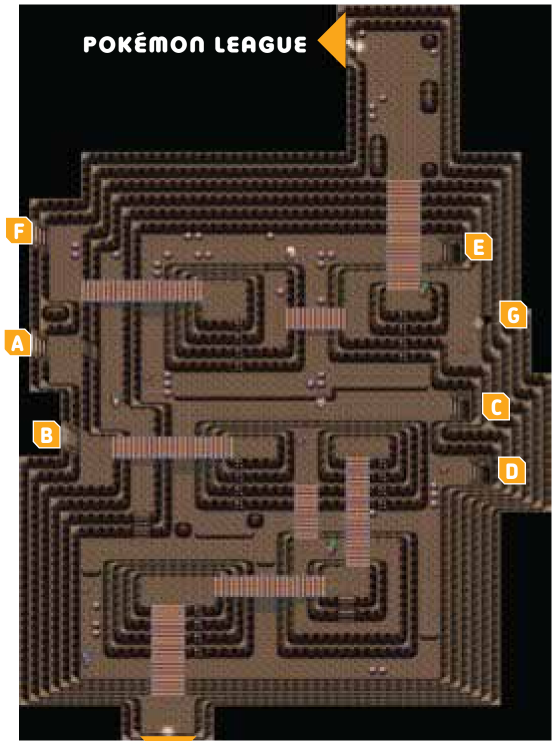
THIS IS THE FINAL CHALLENGE before the Pokémon League, and appropriately enough the Pokémon here have high levels. You'll also definitely need a few field moves to pass, including HM Surf and HM Strength. Once you have the National Pokédex, a new area will open up that leads to Route 224.

MOVES REQUIRED TO COMPLETE THIS AREA

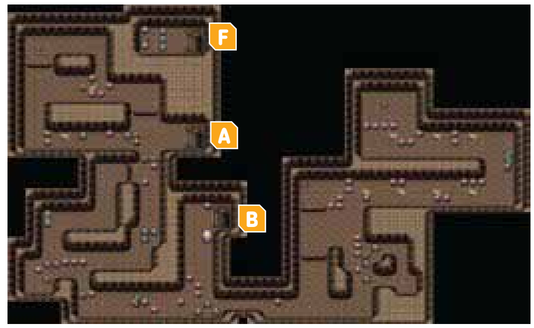
ROCK SMASH, SURF, DEFOG, STRENGTH, WATERFALL



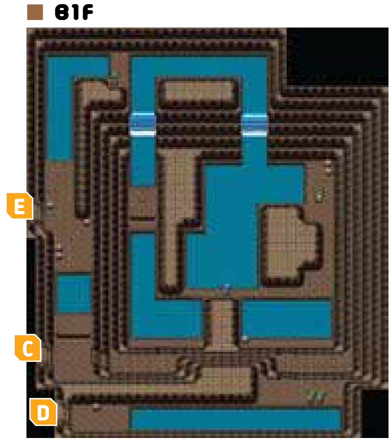
■ 1FL



■ 2FL



■ B1F



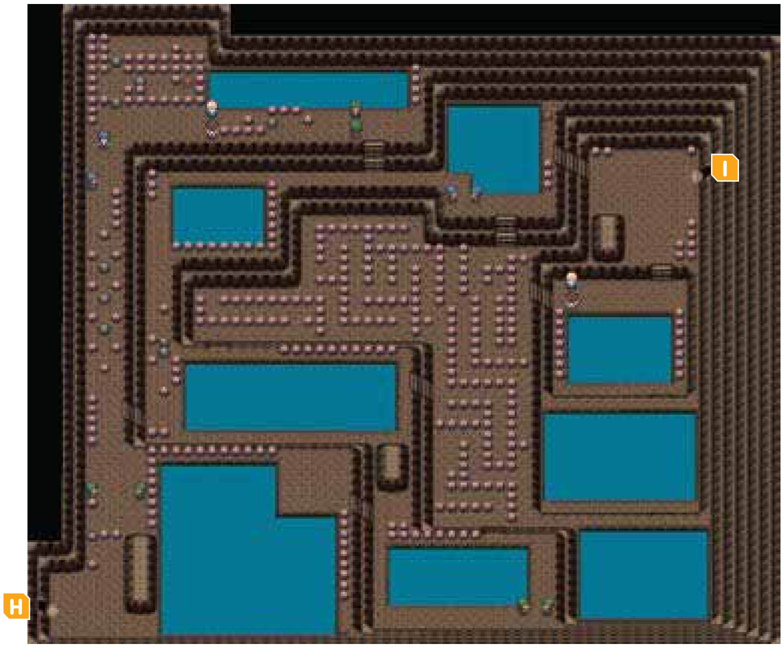
CATCH IT!



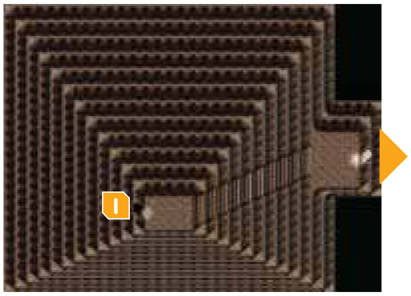
THIS IS THE ONE AND ONLY home of Lapras, so you definitely want to catch it here. You'll see Medicham and Steelix on every floor, while Kadabra and Floatzel only appear on certain floors.



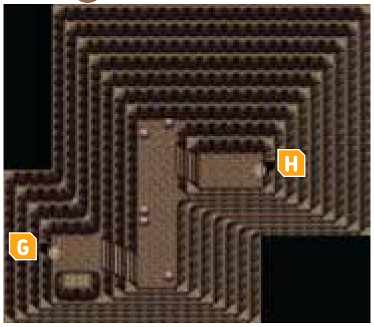
1FL②



1FL③



1FL①





1FL

IN CAVE

POKéMON	M	D	N
Machoke	○	○	○
Graveler	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Onix	○	○	○
Steelix	○	○	○

2FL

IN CAVE

POKéMON	M	D	N
Kadabra	○	○	○
Graveler	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Onix	○	○	○
Steelix	○	○	○

B1F

IN CAVE

POKéMON	M	D	N
Floatzel	◎	◎	◎
Machoke	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Steelix	○	○	○

ON WATER

POKéMON	VARIABLE
Golbat	◎

FISHING

FISHING ROD	POKéMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
Super Rod	Gyarados	◎

B1F② 3F

IN CAVE

POKéMON	M	D	N
Machoke	○	○	○
Graveler	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Onix	○	○	○
Steelix	○	○	○

B1F② 3F

IN CAVE

POKéMON	M	D	N
Floatzel	◎	◎	◎
Machoke	○	○	○
Medicham	○	○	○
Golbat	○	○	○
Steelix	○	○	○

ON WATER

POKéMON	VARIABLE
Golbat	◎
Lapras	○

FISHING

FISHING ROD	POKéMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
Super Rod	Gyarados	◎



ROUTE 224

USING FLY
LAND AT THE POKÉMON LEAGUE AND GO SOUTH

MOVES REQUIRED TO COMPLETE THIS AREA
SURF · DEFOG · STRENGTH · ROCK CLIMB

Gastrodon, Weepinbell, and Gloom will appear.

ON THE EAST SIDE OF THE POKÉMON LEAGUE is Route 224, accessible via Victory Road. There's no Pokémon Center or Pokémart there, so you'll need to stock up on items like Full Restores and Ultra Balls before you head out.



IN GRASS

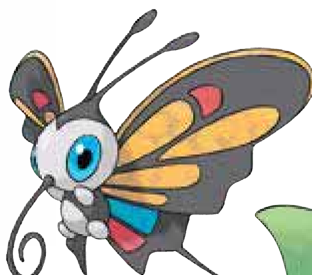
POKÉMON	M	D	N
Floatzel	○	○	◎
Gastrodon	○	○	◎
Roselia	○	○	○
Gloom	△	△	△
Weepinbell	△	△	△
Beautifly	△	△	△
Buizel	△	△	△
Shellos	▲	▲	▲
Chatot	○	○	✕

ON WATER

POKÉMON	VARIABLE
Pelipper	◎
Tentacruel	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super	Gyarados	◎
	Octillery	○
	Luvdisc	△









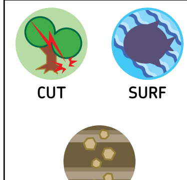
CATCH IT!

CHECK OUT THE GRASS for Gastrodon, Beautifly, Gloom, and Weepinbell. The Gastrodon are of the blue east sea variety. If you have Pokémon Pearl, this is the only place you'll ever see Beautifly.

ROUTE 225

USING FLY
LAND IN SURVIVAL AREA AND GO WEST

MOVES REQUIRED TO COMPLETE THIS AREA



CUT SURF ROCK CLIMB

The Pokémon will vary based on version.

THIS ROAD CONNECTS the Fight Area with the Survival Area, and to travel this way you'll have to traverse many hills and bridges. Eventually you will come to both water and grass, where there are Pokémon to catch.

IN GRASS

POKÉMON	M	D	N
Raticate	◎	◎	◎
Fearow	◎	◎	○
Skuntank ♦	○	○	○
Roselia ●	○	○	○
Roselia ♦	△	△	△
Machoke	△	△	△
Spearow	△	△	△
Rattata	△	△	△
Banette	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Golduck	◎
Poliwhirl	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Poliwag	○
Super Rod	Gyarados	◎
	Poliwhirl	○



SURVIVAL AREA

FIGHT AREA









CATCH IT!



IF YOU HAVE POKÉMON DIAMOND, keep an active eye out for Skuntank. No mater what version you have, you should be looking for Rattata and Spearow here, since this is the only place they show. You can also fish to catch some Poliwag and Poliwhirl.



ROUTE 226

USING FLY
LAND IN THE SURVIVAL AREA AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF
ROCK CLIMB

Horsea, Seadra, and Relicanth will appear.

THE PASSAGEWAY CAN TAKE YOU TO STARK MOUNTAIN, but you might want to check out the grassy area to the west for catching Pokémon. To get to the water, you'll need to know HM Rock Climb, clambering along the rocky cliff toward the sea.





IN GRASS

POKÉMON	M	D	N
Raticate	◎	◎	◎
Fearow	◎	◎	○
Machoke	○	○	○
Golduck	○	○	○
Spearow	△	△	△
Rattata	△	△	△
Banette	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Pelipper	◎
Seel ♦	◎
Spheal ●	◎
Tentacruel	△
Dewgong ♦	△
Sealeo ●	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Horsea	○
Super	Gyarados	◎
	Seadra	○
	Relicanth	△



CATCH IT!



TRY SOME FISHING AROUND THESE PARTS to catch five different species, three of which are exclusive to this area: Horesea, Seadra, and Relicanth. When surfing around on the water, you might see Seel and Dewgong in Pokémon Diamond and Spheal and Sealeo in Pokémon Pearl.

ROUTE 228

USING FLY
LAND IN THE RESORT AREA AND GO NORTH

Dugtrio, Cacturne, and Hippowdon will appear.

CONNECTING ROUTE 226 AND ROUTE 229, this route is plagued by sandstorms that will affect your battles as well, damaging some Pokémon. To reach the grass field on the southern end, you need to ride your bicycle up the ramp. The grass field toward the north can be accessed by foot.

MOVES REQUIRED TO COMPLETE THIS AREA

ROCK SMASH | SURF

IN GRASS

POKÉMON	M	D	N
Dugtrio	◎	◎	◎
Cacturne	○	○	◎
Hippowdon	○	○	○
Rhydon	○	○	○
Diglett	△	△	△
Cacnea	△	△	△

ON WATER

POKÉMON	VARIABLE
Poliwag	◎
Poliwhirl	◎

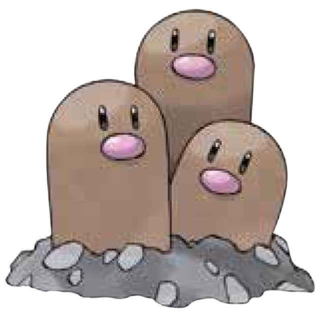
FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○











CATCH IT!



CHECK OUT FIVE DIFFERENT SPECIES OF POKÉMON in the grass, including Diglett, Dugtrio, Cacnea, Cacturne, and Hippowdon. On the water, you can meet Poliwag and Poliwhirl.

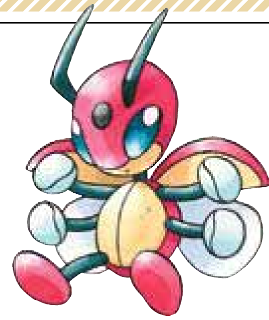


ROUTE 229

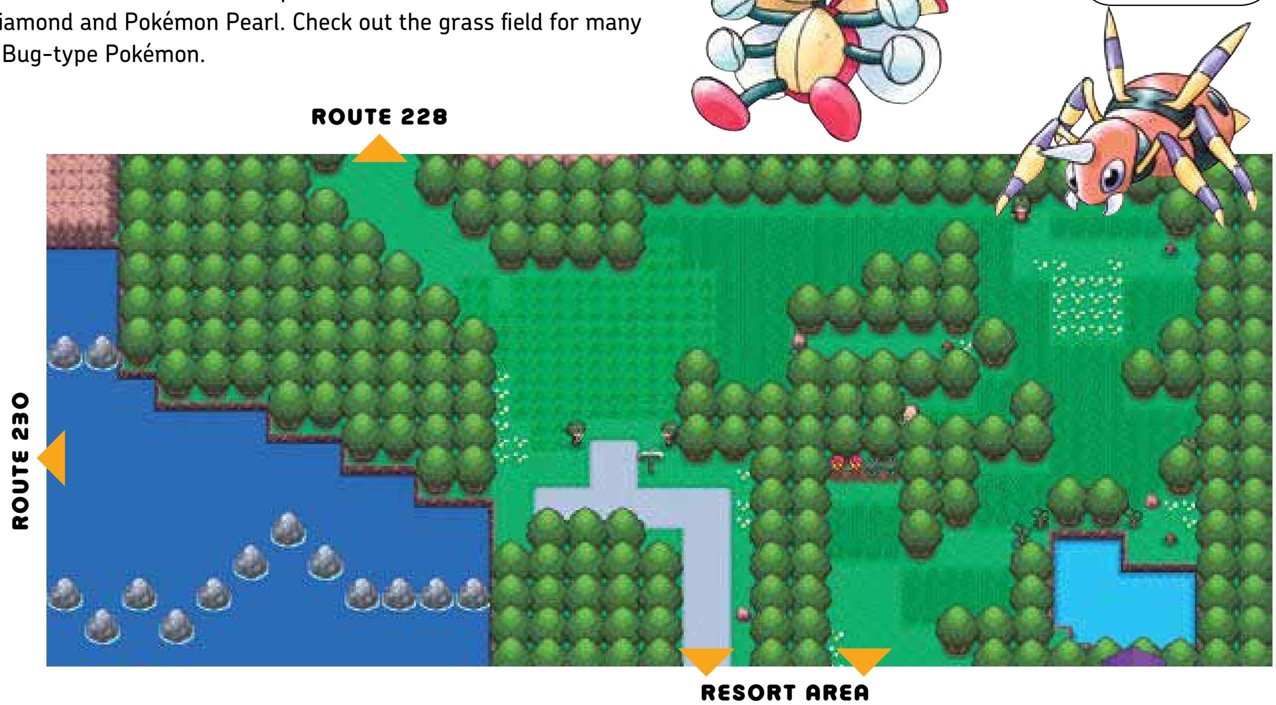
USING FLY
LAND IN THE RESORT AREA AND GO NORTH

It differs from Diamond and Pearl.

HEAD NORTH OF THE RESORT AREA to find this small road with a lot of Pokémon. Fourteen different species are available here between Pokémon Diamond and Pokémon Pearl. Check out the grass field for many Grass- and Bug-type Pokémon.



MOVES REQUIRED TO COMPLETE THIS AREA
CUT SURF





IN GRASS

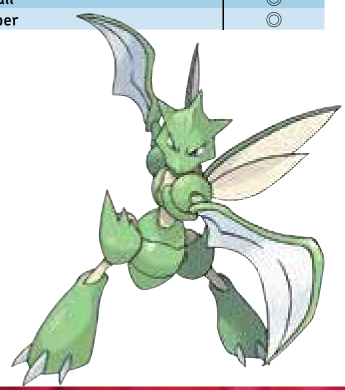
POKÉMON	M	D	N
Weepinbell	◯	◎	◯
Gloom	◯	◎	◯
Illumise ♦	◯	◯	◯
Volbeat ●	◯	◯	◯
Roselia ♦	◯	◯	◯
Purugly ●	◯	◯	◯
Scyther ♦	△	△	△
Pinsir ●	△	△	△
Volbeat ♦	△	△	△
Illumise ●	△	△	△
Bellsprout	△	△	△
Oddish	△	△	△
Ledian	◯	✕	✕
Ariados	✕	✕	◯

ON WATER

POKÉMON	VARIABLE
Wingull	◎
Pelipper	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
Super	Gyarados	◎





CATCH IT!



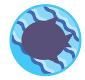
THERE ARE SIX SPECIES only available here, so keep an eye out for Ariados, Ledian, Volbeat, Illumise, Scyther, and Pinsir. There's a bit of a version split here too, with Scyther only available in Diamond and Pinsir only available in Pearl.



RESORT AREA

The only Pokémon on the water's surface is Golduck.

MOVES REQUIRED TO COMPLETE THIS AREA



SURF

HEAD FROM ROUTE 229 TO THIS RELAXING AREA with no grass to be found but a small pond to surf and fish on, so check it out and catch some Pokémon.

ROUTE 229 ROUTE 229



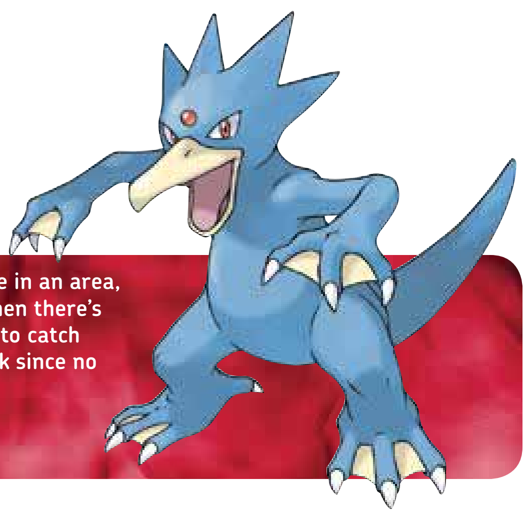


ON WATER

POKÉMON	VARIABLE
Golduck	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Goldeen	○
Super	Gyarados	◎
	Seaking	○



CATCH IT!



IF A LOT OF DIFFERENT KINDS OF POKÉMON are in an area, finding the one you want can be a pain. But when there's only one kind, like Golduck here, then it's easy to catch one. This is your best bet for bagging a Golduck since no other Pokémon can get in your way.

ROUTE 230

USING FLY
LAND IN THE FIGHT AREA AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH | SURF

More Diamond and Pearl differences.

EAST OF THE FIGHT AREA IS ROUTE 230, with a grass field on an island where eight different Pokémon can appear between the Diamond version and the Pearl version. To get to the island in the first place, use HM Surf.



IN GRASS

POKÉMON	M	D	N
Weepinbell	○	○	○
Gloom	○	○	○
Golduck	○	○	○
Beautifly ♦	○	○	○
Dustox ●	○	○	○
Bellsprout	○	○	○
Oddish	○	○	○
Floatzel	○	○	○
Gastrodon	△	△	△

ON WATER

POKÉMON	VARIABLE
Pelipper	◎
Seel ♦	◎
Spheal ●	◎
Tentacruel	△
Dewgong ♦	△
Sealeo ●	△

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Remoraid	○
Super Rod	Gyarados	◎
	Wailmer	○
	Octillery	△
	Wailord	△



CATCH IT!



WE SAID THAT THE POKÉMON ARE DIFFERENT between versions and that's true—check Diamond version for Beautify, Seel, and Dewgong; and check Pearl version for Dustox, Spheal, and Sealeo.



ROUTE 227 AND STARK MT. EXTERIOR

USING FLY
LAND IN THE SURVIVAL AREA AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
SURF
ROCK CLIMB

Numel, Rhyhorn, and Scarmory will appear.

FROM ROUTE 226 YOU CAN HEAD TO ROUTE 227, and then to Stark Mountain. Grass is all over the different terrain, but the Pokémon are the same. If your Pokémon are tired or hurt, you can always heal them at the house toward the southern end of the route.

STARK MOUNTAIN INTERIOR



STARK MOUNTAIN EXTERIOR

ROUTE 227

SURVIVAL AREA

IN GRASS

POKÉMON	M	D	N
Camerupt	○	○	○
Rhydon	○	○	○
Fearow	○	○	○
Weezing	○	○	○
Graveler	○	○	△
Skarmory	△	△	△
Numel	△	△	△
Rhyhorn	△	△	△
Banette	✕	✕	○
Golbat	✕	✕	○

ON WATER

POKÉMON	VARIABLE
Poliwag	◎
Poliwhirl	◎

FISHING

FISHING ROD	POKÉMON	VARIABLE
Old	Magikarp	◎
Good	Magikarp	◎
	Barboach	○
Super	Gyarados	◎
	Whiscash	○





CATCH IT!



THIS ROUTE HAS SOME EXCLUSIVE POKÉMON to look out for, namely Skarmory, Numel, and Rhyhorn. Even tougher is the fact that they aren't plentiful here, and you will have to keep looking around for a while until they appear.



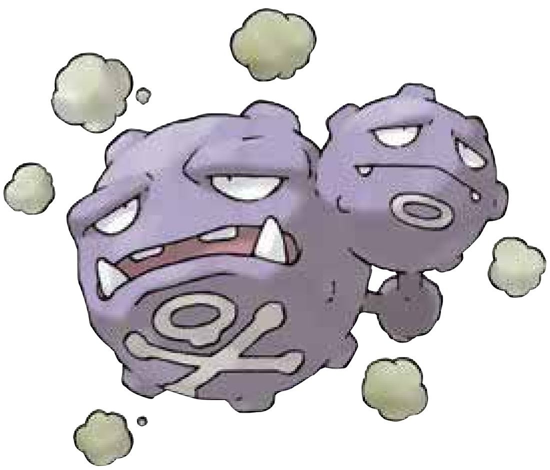
STARK MOUNTAIN INTERIOR

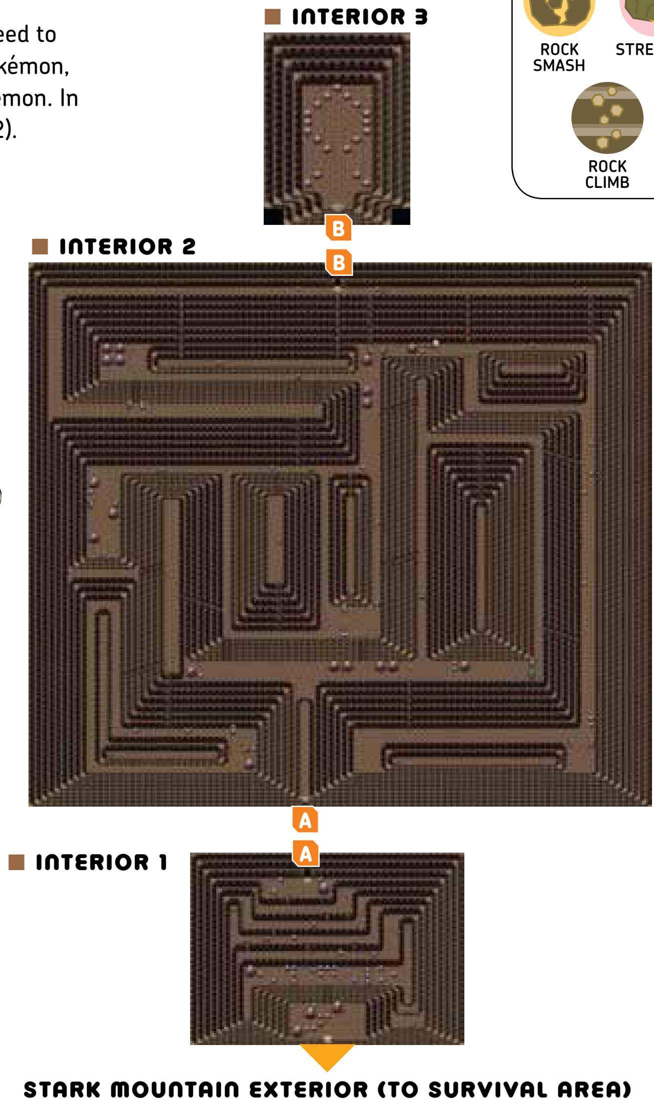
USING FLY
LAND IN THE SURVIVAL AREA AND GO EAST

MOVES REQUIRED TO COMPLETE THIS AREA
ROCK SMASH
STRENGTH
ROCK CLIMB

The one and only home of Slugma and Macargo.

THE POKÉMON HERE ARE PLENTIFUL AND POWERFUL. You'll need to head back down the mountain often in order to heal your Pokémon, as they probably will get hurt while you search for your target Pokémon. In the deepest part of the mountain is the Legendary Heatran (pg 292).







ALL AREAS

IN CAVE

POKÉMON	M	D	N
Magcargo	◎	◎	◎
Graveler	○	○	○
Golbat	○	○	○
Machoke	○	○	○
Weezing	○	○	○
Onix	△	△	△
Camerupt	△	△	△
Geodude	△	△	△
Slugma	△	△	△

CATCH IT!



HERE AND NOWHERE ELSE will you find Slugma and Magcargo, so keep an eye out for them. Magcargo appear often, but the same is not true for Slugma. This is also one of only two places where Weezing appear.



CHAPTER 5

POKÉMON WITH SPECIAL REQUIREMENTS

Fulfill the prerequisites to catch rare wild Pokémon.

SOME WILD POKÉMON WILL NOT COME OUT NATURALLY, requiring you to fulfill specific conditions or perform specific tasks in order to have them appear. You'll even need to cooperate with friends and family to make your Pokédex dreams come true.

SPIRITOMB — MEET AND GREET 32 PEOPLE IN THE UNDERGROUND

HEAD TO ROUTE 209 AND PLACE the Odd Keystone into the Broken Stone Tower halfway along the route. It then changes its name to the Hallowed Tower. With that done, head to the Underground using the Explorer Kit and greet 32 people down there. Once you've greeted 32 people, head back to the Hallowed Tower, where Spiritomb will appear.





Get the Odd Keystone from a man on Route 208.



Greet at least 32 people in the Underground.

FEEBAS — FIND THE FOUR SPOTS ON A HUGE LAKE

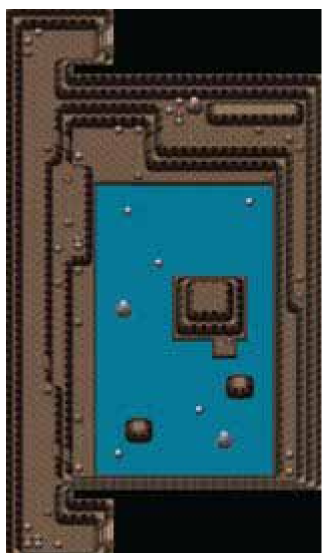
HEAD TO MT. CORONET VIA Eterna City or Celestic Town and check out the large lake on B1F where Feebas live. They will only appear at 4 spots in the entire lake. You'll need to check each square by going out on the lake with Surf, then fishing each square with the Old Rod one-by-one. Once you've found the right spot, Feebas will appear 50% of the time. Check each spot more than once before moving on. Once you find a spot it will only last the day, since the fishing locations change every day.



Mix records with friends in the same group and your spots for catching Feebas will be the same, allowing you to work together to find them.



■ MT. CORONET B1F







CHAPTER 6

FIND AND CAPTURE POKÉMON WITH POKÉ RADAR



Locate Pokémon hiding in grassy fields.

AS A REWARD FOR COMPLETING THE SINNOH POKÉDEX, Professor Rowan will give you the Poké Radar. It can find Pokémon hiding in grass and will shake out all those really hard-to-find Pokémon, including many you've never seen before and could not find otherwise.



HOW TO USE THE POKÉ RADAR 1 USE IT IN A GRASS FIELD AND WAIT

HEAD TO A GRASSY FIELD and use the Poké Radar. Grass nearby will start to rustle, so head toward it, and a wild Pokémon will appear. If it's rustling very hard or even sparkling, you might find a really rare Pokémon.



You must charge the Poké Radar after every use. To recharge it, take 50 steps.

HOW TO USE THE POKÉ RADAR 2 AFTER USING IT ONCE, YOU MIGHT MEET THE SAME POKÉMON

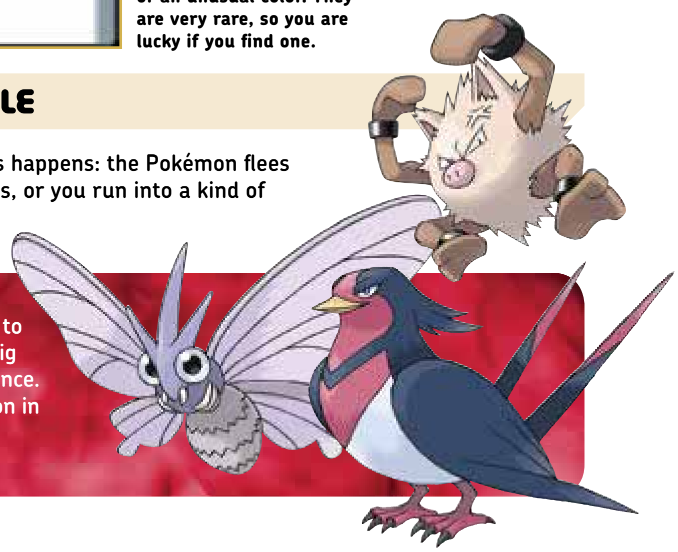
THE POKÉ RADAR can be used again to locate the same Pokémon in the same spot. You can keep checking with the Poké Radar in the same location until you encounter a rare Shiny Pokémon.



Shiny Pokémon are Pokémon of an unusual color. They are very rare, so you are lucky if you find one.

HOW TO USE THE POKÉ RADAR 3 HAVE IT AS LONG AS POSSIBLE

ONE USE OF the Poké Radar will last until one of three things happens: the Pokémon flees from battle, you meet wild Pokémon outside of rustling grass, or you run into a kind of Pokémon different from the last one you met.





CATCH IT!

THE POKÉMON FOUND with the Poké Radar are all Pokémon you won't be able to find in the wild any other way. Luck is a big part of capturing them, but so is persistence. Keep trying and you'll have more Pokémon in your Pokédex in no time.



POKé RADAR POKéMON AND LOCATIONS

LOCATION	DIAMOND		PEARL	
	OFTEN	RARELY	OFTEN	RARELY
Route 201	Nidoran ♀	Nidoran ♂	Nidoran ♀	Nidoran ♂
Route 202	Sentret		Sentret	
Route 203	Ralts	Kirlia	Ralts	Kirlia
Route 204 (Jubilife City side)	Ralts	Kirlia	Ralts	Kirlia
Route 204 (Floaroma Town side)	Sunkern		Sunkern	
Route 205 (Floaroma Town side)	Hoppip		Hoppip	
Route 205 (Eterna City side)	Hoppip	Skiploom	Slowpoke	
Route 206	Baltoy		Baltoy	
Route 207	Larvitar		Stantler	
Route 208	Tyrogue		Tyrogue	
Route 209	Tauros	Miltank	Miltank	Tauros
Route 210 (Solaceon Town side)	Tauros	Miltank	Miltank	Tauros
Route 210 (Celestic Town side)	Kecleon		Bagon	
Route 211 (Eterna City side)	Tyrogue		Tyrogue	
Route 211 (Celestic Town side)	Swablu		Swablu	
Route 212 (Hearthome City side)	Smeargle		Smeargle	
Route 212 (Pastoria City side)	Grimer		Grimer	
Route 213	Swellow		Swellow	
Route 214, 215	Mightyena		Houndoom	
Route 216, 217	Snorunt		Snorunt	
Route 218	Ditto		Ditto	
Route 221	Nidorina	Nidorino	Nidorino	Nidorina
Route 222	Flaaffy		Flaaffy	
Route 224	Dusclops	Duskull	Dusclops	Duskull
Route 225	Primeape	Mankey	Primeape	Mankey
Route 226	Primeape	Mankey	Primeape	Mankey
Route 227	Torkoal		Torkoal	
Route 228	Vibrava	Trapinch	Vibrava	Trapinch
Route 229	Venomoth	Venonat	Venomoth	Venonat
Route 230	Togepi		Togepi	
Lake Verity	Wobbuffet		Wobbuffet	
Valley Windworks	Mareep		Mareep	
Eterna Forest	Nincada		Nincada	
Fuego Ironworks	Aron		Hoppip	Skiploom
Lake Valor	Wobbuffet		Wobbuffet	
Valor Lakefront	Nidorina	Nidorino	Nidorino	Nidorina
Lake Acuity	Wobbuffet		Wobbuffet	
Acuity Lakefront	Snorunt		Snorunt	
Mt. Coronet (Summit)	Loudred		Loudred	
Stark Mountain exterior	Torkoal		Torkoal	













CHAPTER 7 CAPTURE POKÉMON IN A MASS OUTBREAK

Some Pokémon evolve through battling.



FOR SOME UNEXPLAINED REASON, Pokémon will suddenly gather together in large groups at certain locations. Usually these Pokémon are pretty rare, so if you hear about such an outbreak, you might want to head over there straight away to catch a few.

SPEAK TO THE ASSISTANT'S SISTER

HEAD TO SANDGEM TOWN and visit the abode of Professor Rowan's assistant. While the assistant is nowhere to be seen, their younger sister is there, and she knows where all the mass outbreaks of Pokémon are. She'll tell you, but you need to hurry—the outbreak will end at midnight.





POKÉMON FOUND IN MASS OUTBREAKS

LOCATION	POKÉMON
Route 201	Doduo
Route 202	Zigzagoon
Route 203	Cubone
Route 206	Nosepass
Route 207	Phanpy
Route 208	Dunsparce
Route 209	Snubbull
Route 213	Absol
Route 214	Spoink
Route 215	Drowzee
Route 216	Delibird
Route 217	Swinub
Route 218	Voltorb
Route 221	Farfetch'd

LOCATION	POKÉMON
Route 222	Skitty
Route 224	Natu
Route 225	Makuhita
Route 226	Krabby
Route 227	Spinda
Route 228	Beldum
Route 229	Pidgey
Route 230	Corsola
Lake Verity	Surskit
Lake Valor	Lickitung
Lake Acuity	Smoochum
Valley Windworks	Electrike
Inside Eterna Forest	Slakoth
Outside Fuego Ironworks	Magnemite

CATCH IT!



THE POKÉMON IN THE MASS OUTBREAK will change daily, and so will the location. Talk to the little sister every day so you don't miss out on these opportunities to catch rare Pokémon.



CHAPTER 8

RESTORE FOSSILS AT THE MUSEUM



Revive ancient Pokémon into living specimens.

AS YOU EXPLORE THE UNDERGROUND and dig through the walls for treasure, you will eventually start to uncover Pokémon fossils. These fossils belong to ancient Pokémon that lived long ago and can't be caught in the wild, but luckily for you, there's a way to restore them.

RESTORE FOSSILS AT THE OREBURGH MINING MUSEUM

BRING ANY FOSSILS you find to the Mining Museum in Oreburgh City. The clerk at reception will take them for you, and when you come back later, you'll find the museum folks have restored the fossil to its original form, adding that Pokémon to your Pokédex.





FOSSIL POKÉMON TO OBTAIN

POKÉMON	REQUIREMENTS IN UNDERGROUND	VERSION
Omanyte	Dig up Helix Fossil in the Underground	
Kabuto	Dig up Dome Fossil in the Underground	
Aerodactyl	Dig up Old Amber in the Underground	
Lileep	Dig up Root Fossil in the Underground	
Anorith	Dig up Claw Fossil in the Underground	
Cranidos	Dig up Skull Fossil in the Underground	♦ Diamond only
Shieldon	Dig up Armor Fossil in the Underground	● Pearl only





CATCH IT!

THESE POKÉMON CANNOT be obtained through other methods. Before you obtain the National Pokédex, only one type of fossil is available, but after going National, more will find their way into the cracked walls of the Underground.





CHAPTER 9

USE HONEY TREES

Some Pokémon evolve through battling.



GET SOME HONEY and slather it on Honey Trees, then wait for half a day. Come back after that time and you'll see the tree rustling because of Pokémon. Some trees are more effective than others, and you may even find ultra-rare Pokémon like Snorlax.

PUT HONEY ON THE TREE AND WAIT 12 HOURS FOR POKÉMON TO APPEAR

BUY HONEY FROM THE OLD MAN in Floaroma Meadow and slather Honey on the sweet-smelling trees you find, like the one located in Floaroma Meadow.







POKÉMON YOU LURE WITH HONEY

POKÉMON	REQUIREMENTS IN UNDERGROUND	VERSION
Wurmple	Put Honey on a Honey Tree	
Silcoon	Put Honey on a Honey Tree	♦ Diamond only
Cascoon	Put Honey on a Honey Tree	● Pearl only
Aipom	Put Honey on a Honey Tree	
Heracross	Put Honey on a Honey Tree	
Burmy	Put Honey on a Honey Tree	
Combee	Put Honey on a Honey Tree	
Cherubi	Put Honey on a Honey Tree	
Munchlax	Put Honey on a Honey Tree	

HOW TO OBTAIN HONEY

Purchase Honey from the man in Floaroma Meadow (100 Poké Dollars).



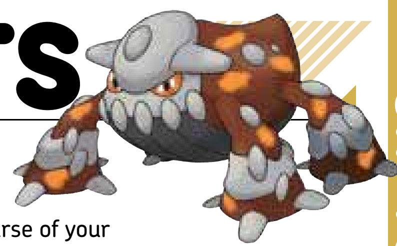
CATCH IT!



AIPOM, HERACROSS, BURMY, COMBEE, Cherubi, and Munchlax can only be caught via this method, so buy as much Honey as you can and use all the Honey Trees of Sinnoh to capture them.

CHAPTER 10

CATCH THEM IN SPECIAL EVENTS



Meet Pokémon throughout the course of the story.

RATHER THAN HAVING TO BE SEARCHED FOR, there are a few Pokémon you will meet over the course of your adventure, like the starter Pokémon Professor Rowan gives you at the beginning, or the Legendary Pokémon you meet at the Spear Pillar. These Pokémon are very rare, so don't pass up the chance to add them to your Pokédex.

MEETING MORE POKÉMON AFTER UPGRADING TO THE NATIONAL POKÉDEX

EVEN AFTER YOU OBTAIN the National Pokédex you'll keep meeting a lot of new Pokémon that are native to Sinnoh, like Rotom, Giratina, and Heatran. Check the walkthrough earlier in this book for tips on how to catch them.





POKÉMON OBTAINED THROUGH STORY EVENTS

POKÉMON	REQUIREMENTS
Turtwig	Find it in the suitcase at Verity Lakefront
Chimchar	Find it in the suitcase at Verity Lakefront
Piplup	Find it in the suitcase at Verity Lakefront
Happiny	Hatch an Egg you receive from a hiker in Hearthome City
Riolu	Hatch an Egg you receive from Riley at Iron Island
Uxie	Lake Acuity (after visiting Spear Pillar)
Azelf	Lake Acuity (after visiting Spear Pillar)
Mesprit	Chase it around the Sinnoh region after meeting at Lake Verity
Dialga ♦	Meet at Spear Pillar inside Mt. Coronet
Palkia ●	Meet at Spear Pillar inside Mt. Coronet
Rotom	Check the TV in Old Chateau between 8:00pm and 4:00am
Giratina	Turnback Cave
Heatran	Stark Mountain (after you visit Stark Mountain the first time, speak to Buck in the Survival Area)
Regigigas	Snowpoint Temple (add Regirock, Regice, and Registeel to your party)
Cresselia	Chase it around the Sinnoh region after meeting at Fullmoon Island

CATCH IT!



WHEN CHOOSING A STARTER POKÉMON, you can only have one of them. The same goes for Dialga and Palkia – you only get the one that goes with the version of the game you have. However, you can still trade with friends to get these Pokémon into your Pokédex.







CHAPTER 11

EVOLVE YOUR POKÉMON

Some Pokémon evolve through battling.

SOME POKÉMON CANNOT BE CAUGHT IN THE WILD, but instead must gain experience points by battling, eventually leveling up and evolving. Check pg 385 to see how to effectively raise and train these Pokémon.





POKÉMON YOU CAN OBTAIN THROUGH EVOLUTION

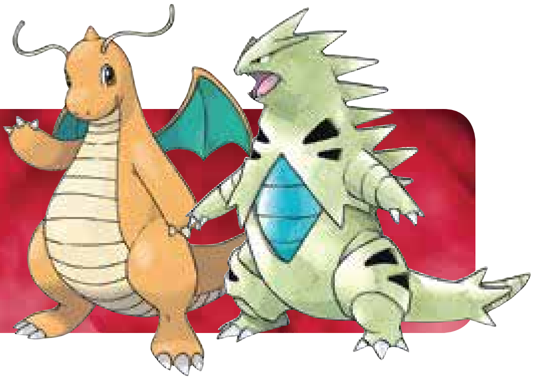
POKÉMON	REQUIREMENTS FOR EVOLUTION
Butterfree	Metapod at Lv 10
Beedrill	Kakuna at Lv 10
Pidgeotto	Pidgey at Lv 18
Pidgeot	Pidgeotto at Lv 36
Parasect	Paras at Lv 24
Persian	Meowth at Lv 28
Rapidash	Ponyta at Lv 40
Slowbro ●	Slowpoke at Lv 37
Magneton	Magnemite at Lv 30
Dodrio	Doduo at Lv 31
Muk	Grimer at Lv 38
Hypno	Drowzee at Lv 26
Kingler	Krabby at Lv 28
Electrode	Voltorb at Lv 30
Marowak	Cubone at Lv 28
Jynx	Smoochum at Lv 30
Electabuzz	Elekid at Lv 30
Magmar	Magby at Lv 30
Omastar	Omanyte at Lv 40

POKÉMON	REQUIREMENTS FOR EVOLUTION
Kabutops	Kabuto at Lv 40
Dragonite	Dragonair at Lv 55
Furret	Sentret at Lv 15
Xatu	Natu at Lv 25
Ampharos	Flaaffy at Lv 30
Azumarill	Marill at Lv 18
Jumpluff	Skiploom at Lv 27
Forretress	Pineco at Lv 31
Granbull	Snubbull at Lv 23
Piloswine	Swinub at Lv 33
Donphan	Phanpy at Lv 25
Pupitar ♦	Larvitar at Lv 30
Tyranitar ♦	Pupitar at Lv 55
Linoone	Zigzagoon at Lv 20
Silcoon ●	Wurmple at Lv 7
Cascoon ♦	Wurmple at Lv 7
Dustox ♦	Cascoon at Lv 10
Gardevoir	Kirlia at Lv 30
Masquerain	Surskit at Lv 22

CATCH IT!



DRAGONITE AND TYRANITAR ARE BIG AND TOUGH, and appropriately enough take the longest to fully evolve. They won't reach their final form until their pre-Evolutions (Dragonair and Pupitar) reach Lv 55, but it's well worth the wait.

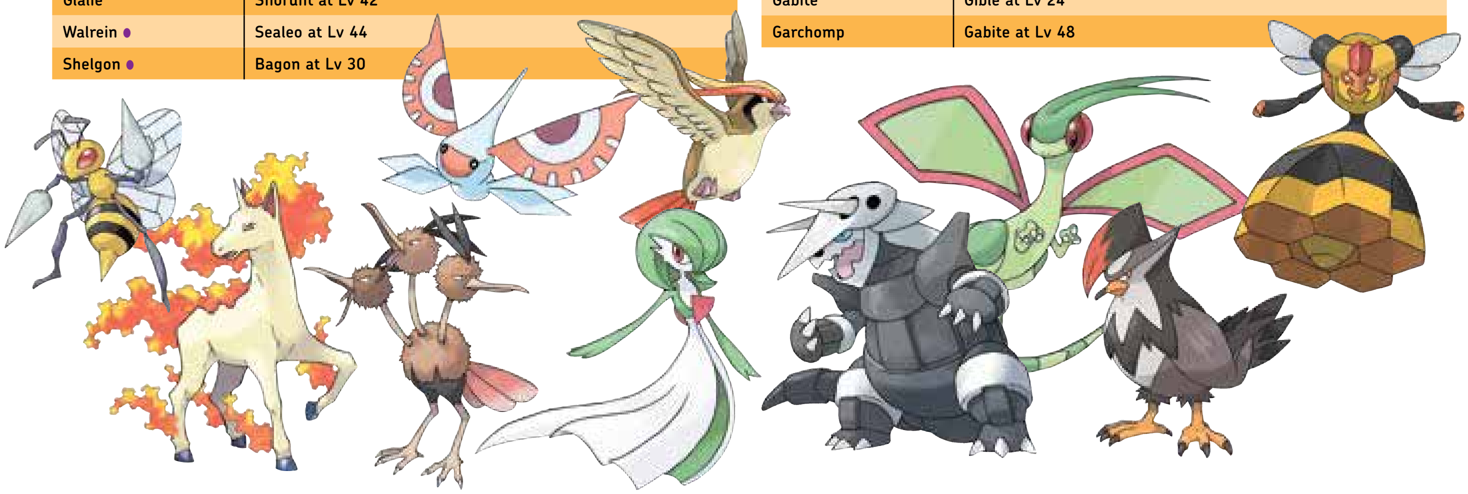




POKÉMON YOU CAN OBTAIN THROUGH EVOLUTION

POKÉMON	REQUIREMENTS FOR EVOLUTION
Breloom	Shroomish at Lv 23
Vigoroth	Slakoth at Lv 18
Slaking	Vigoroth at Lv 36
Ninjask	Nincada at Lv 20
Exploud	Loudred at Lv 40
Hariyama	Makuhita at Lv 24
Lairon ♦	Aron at Lv 32
Aggron ♦	Lairon at Lv 42
Manectric	Electrike at Lv 26
Swalot	Gulpin at Lv 26
Grumpig	Spoink at Lv 32
Flygon	Vibrava at Lv 45
Altaria	Swablu at Lv 35
Claydol	Baltoy at Lv 36
Cradily	Lileep at Lv 40
Armaldo	Anorith at Lv 40
Glalie	Snorunt at Lv 42
Walrein ●	Sealeo at Lv 44
Shelgon ●	Bagon at Lv 30

POKÉMON	REQUIREMENTS FOR EVOLUTION
Salamence ●	Shelgon at Lv 50
Metang	Beldum at Lv 20
Metagross	Metang at Lv 45
Grotle	Turtwig at Lv 18
Torterra	Grotle at Lv 32
Monferno	Chimchar at Lv 14
Infernape	Monferno at Lv 36
Prinplup	Piplup at Lv 16
Empoleon	Prinplup at Lv 36
Staraptor	Staravia at Lv 34
Luxray	Luxio at Lv 30
Rampardos ♦	Cranidos at Lv 30
Bastiodon ●	Shieldon at Lv 30
Vespiquen	Combee at Lv 21
Cherrim	Cherubi at Lv 25
Drifblim	Drifloon at Lv 28
Gabite	Gible at Lv 24
Garchomp	Gabite at Lv 48







EVOLUTION TIP 1 HAVE YOUR POKÉMON HOLD EXP. SHARE

EXP. SHARE IS AN ITEM that allows Pokémon not involved in a battle to share the experience points earned. With this item, weaker Pokémon can level up quickly without being hurt in battles against powerful or troublesome Pokémon.



HOW TO OBTAIN EXP. SHARE

Get it from one of the professor's assistants at the gate on the west side of Eterna City. Your number of "Seen" Pokémon must be 35 or more.



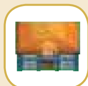
Send strong Pokémon into battle



Half of the experience earned will go to the Pokémon holding Exp. Share

EVOLUTION TIP 2 LOCATION OF POKÉMON DAY CARE

IF YOU LEAVE ANY OF YOUR POKÉMON at the Pokémon Day Care in Solaceon Town, the attendants there will level up your Pokémon for you. There's a fee attached, but it's worth it when you don't want to risk putting those Pokémon through risky battles.



POKÉMON DAYCARE

Solaceon Town



When you go to pick up your Pokémon after a while, they have leveled up.



Pokémon do not evolve at the Day Care. You must pick them up and take them into battle. When they level up again, they evolve.

EVOLUTION TIP 3 WHERE TO OBTAIN RARE CANDY

WHEN POKÉMON ARE FED a piece of Rare Candy, their level goes up by one. You can't buy this great item anywhere, but you will find it at many of the places you visit. Another way to find them is by having Pokémon with the Ability Pickup, like Pachirisu, Meowth, or Munchlax in your party.



RARE CANDY

Wayward Cave, Solaceon Ruins, Route 214, Route 218, Victory Road, Route 224, Route 230, etc.



The Ability Pickup can be very handy sometimes.



Pokémon with the Ability Pickup.



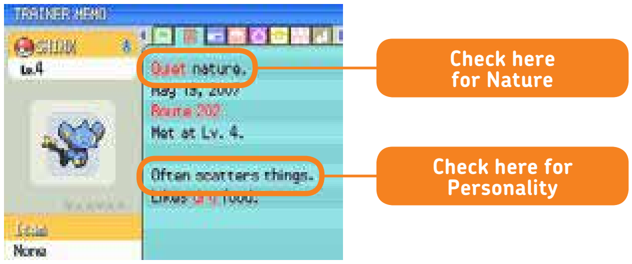
RAISE STRONG POKÉMON AND WIN BATTLES

WHEN YOUR POKÉMON EVOLVE, make sure that their Effort Values are high. Effort Values don't show up on the screen but nevertheless they are very important in raising the stats of your Pokémon. When the Effort Values are high, their stats increase greatly upon leveling up, making them very strong.



STRONG POKÉMON TIP 1: CHECK THEIR PERSONALITY AND NATURE

EVERY POKÉMON HAS A NATURE, which indicates which stat is likely to grow the fastest. Having a Nature of "Naughty" means that their Attack will raise quickly. Pokémon also have a Personality, which influences which stat grows the most. Check their Nature to find out which stat will grow and choose the corresponding Personality.



STRONG POKÉMON TIP 2: CHOOSE YOUR OPPONENT WISELY

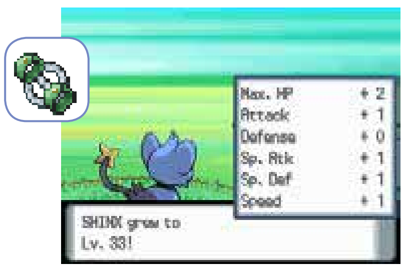
THE STAT THAT INCREASES upon leveling up depends on the opponent your Pokémon battled against. This is because the amount of Effort Values you earn in a battle is based on what kind of Pokémon you defeat. Battle as many times as possible to really rack up the Effort Values and raise your Pokémon's stats.

OPPONENT POKÉMON THAT CAN RAISE STATS

Stat	Location
HP	Route 201
Defense	Oreburgh Mine
Special Attack	Old Chateau
Attack	Route 207
Speed	Route 201
Special Defense	Pastoria City (on the water)

STRONG POKÉMON TIP 3: MACHO BRACE GIVES DOUBLE EV

MACHO BRACE IS AN ITEM that doubles the amount of Effort Values you earn. When you equip this item on your Pokémon, it will be like they fought two battles instead of just one, efficiently raising their stats. A Pokémon holding Exp. Share will earn Effort Values as well.



STRONG POKÉMON TIP 4: ITEMS THAT CAN RAISE STATS

THE STAT THAT INCREASES upon leveling up depends on the opponent your Pokémon battled against. This is because the amount of Effort Values you earn in a battle is based on what kind of Pokémon you defeat. Battle as many times as possible to really rack up the Effort Values and raise your Pokémon's stats.

STAT-RAISING ITEMS

Item	Effect
HP UP	Raises HP
IRON	Raises Defense
CALCIUM	Raises Special Attack
PROTEIN	Raises Attack
CARBOS	Raises Speed
ZINC	Raises Special Defense





CHAPTER 12

USE STONES FOR EVOLUTION

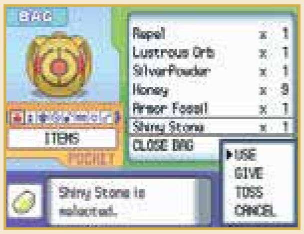
Some Pokémon evolve when given a special stone.



SOME SPECIES OF POKÉMON ONLY EVOLVE when given a stone. You must find the specific stone that corresponds to your Pokémon in order to make it evolve.

USE A STONE AND EVOLUTION BEGINS IMMEDIATELY

WHEN YOU USE THE RIGHT STONE on the right Pokémon, Evolution starts right away, no waiting necessary. Compared to other methods, this is a relatively easy way to evolve Pokémon, since you don't need to battle or level them up at all. If you have the right stones and the right Pokémon, you can evolve as many Pokémon as you want.







POKÉMON OBTAINED THROUGH STONE EVOLUTION

POKÉMON	POKÉMON AND THEIR MATCHING STONE
Raichu	Use Thunderstone on Pikachu
Nidoqueen	Use Moon Stone on Nidorina
Nidoking	Use Moon Stone on Nidorino
Clefable	Use Moon Stone on Clefairy
Ninetales	Use Fire Stone on Vulpix
Wigglytuff	Use Moon Stone on Jigglypuff
Vileplume	Use Leaf Stone on Gloom
Arcanine	Use Fire Stone on Growlithe
Poliwrath	Use Water Stone Poliwhirl
Victreebel	Use Leaf Stone on Weepinbell
Cloyster	Use Water Stone on Shellder
Exeggutor	Use Leaf Stone on Exeggcute
Starmie	Use Water Stone on Staryu
Vaporeon	Use Water Stone on Eevee

POKÉMON	POKÉMON AND THEIR MATCHING STONE
Jolteon	Use Thunderstone on Eevee
Flareon	Use Fire Stone on Eevee
Bellossom	Use Sun Stone on Gloom
Sunflora	Use Sun Stone on Sunkern
Ludicolo	Use Water Stone on Lombre
Shiftry	Use Leaf Stone on Nuzleaf
Delcatty	Use Moon Stone on Skitty
Roserade	Use Shiny Stone on Roselia
Mismagius ●	Use Dusk Stone on Misdreavus
Honchkrow ♦	Use Dusk Stone on Murkrow
Togekiss	Use Shiny Stone on Togetic
Gallade	Use Dawn Stone on Kirlia ♂
Froslass	Use Dawn Stone on Snorunt ♀

CATCH IT!



ALMOST ALL OF THESE STONES (except Shiny Stone, Dusk Stone, and Dawn Stone) can be dug out of the walls in the Underground. Be persistent and keep digging until you get the one you want.



OBTAINING STONES 1 FIND THEM ON THE FIELD

THE BASIC WAY OF FINDING stones is just to pick them up around Sinnoh, such as in grass or in caves. In fact, you should definitely pick up the Shiny Stone, Dusk Stone, and Dawn Stone since you will not find them in the Underground.





OBTAINING STONES 2 DIG THEM OUT IN THE UNDERGROUND

MANY POKÉMON USE the same stones to evolve, so you'll need a lot more than just one of each if you really want to evolve a lot of different Pokémon. Keep digging them out of the walls of the Underground until you have as many as you need.





OBTAINING STONES 3 GET THEM FROM WILD POKÉMON

SOME POKÉMON YOU MEET in the wild will actually be carrying items on them, and some of those items will be stones, like how Solrock sometimes carries Sun Stone, and how Cleffa, Clefairy and Lunatone will carry Moon Stones. If you can't find these stones while digging, catch these Pokémon and they might have what you're looking for.





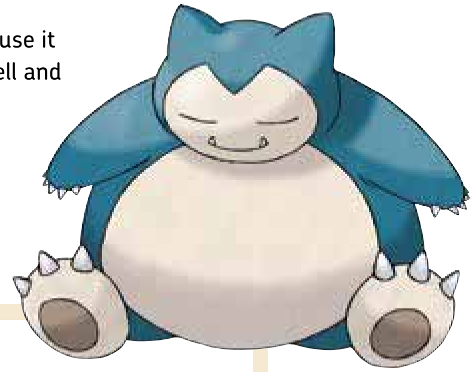
STONES THAT EVOLVE POKÉMON

Stone	Where to find it
THUNDERSTONE	Sunyshore City / Dig out in the Underground
WATER STONE	Route 213 / Dig out in the Underground
SUN STONE	Dig out in the Underground / Held by wild Solrock
SHINY STONE	Iron Island B3F / Route 228
DAWN STONE	Mt. Coronet (2nd time) 1FL (1) / Route 225
FIRE STONE	Fuego Ironworks / Dig out in the Underground
LEAF STONE	Floaroma Meadow / Dig out in the Underground
MOON STONE	Dig out in the Underground / Held by wild Lunatone
DUSK STONE	Galactic Storage / Victory Road 1FL back (2)

CHAPTER 13 HAVE A HIGH FRIENDSHIP LEVEL

Some Pokémon evolve when cared for greatly.

YOU WANT TO HAVE A LOVING AND TRUSTING RELATIONSHIP with your Pokémon, because it not only performs better, but some Pokémon actually evolve. Treat your Pokémon well and make them happy, and if they become friendly enough, they will evolve.



MAKE THEM HAPPY



TO FIND OUT HOW your Pokémon is feeling exactly, you can bring it to a lady at the Pokémon Fan Club in Hearthome City. If the Pokémon is in the front of your party, she'll take a look and tell you how happy it is.





POKÉMON THAT EVOLVE WITH A HIGH FRIENDSHIP LEVEL

POKÉMON	REQUIREMENTS FOR EVOLUTION
Snorlax	Level up Munchlax with high Friendship
Crobat	Level up Golbat with high Friendship
Togetic	Level up Togepi with high Friendship
Espeon	Level up Eevee with high Friendship from 4:00am - 8:00pm
Umbreon	Level up Eevee with high Friendship from 8:00pm - 4:00am
Blissey	Level up Chansey with high Friendship
Lopunny	Level up Buneary with high Friendship
Lucario	Level up Riolu with high Friendship from 4:00pm - 8:00pm.



CATCH IT!



YOU SHOULD TAKE CARE OF ALL OF YOUR POKÉMON and raise their Friendship level. One thing that will lower your Friendship level is letting them faint in battles often, so be careful not to push them too much. Remember that for some Pokémon, like Espeon, Umbreon, and Lucario, timing matters as well.

POKÉMON BONDING 1 ADD THEM TO YOUR PARTY

THIS THE SIMPLEST WAY to bond with your Pokémon. The longer you have them in your party, the higher their Friendship level will become. However, if they faint in battles, their level will go down.





POKÉMON BONDING 2 RAISE THEIR STATS WITH ITEMS

WHEN YOU GIVE your Pokémon items that raise their stats, like Protein, Iron, and Zinc, not only do their stats go up, but so does their Friendship level. These items can be purchased at the Veilstone Department Store for 9800 Poké Dollars apiece. Expensive, but usually well worth it.





POKÉMON BONDING 3 GIVE THEM THE SOOTHE BELL

THE SOOTHE BELL is an item that, when given to a Pokémon, makes it bond with you more easily. To make it work, add the Pokémon you want to bond with to your party and then have it hold the Soothe Bell as you travel.



HOW TO OBTAIN SOOTHE BELL

Mt. Coronet (2nd time) 1FL (1) / Route 225





POKÉMON BONDING 4 TREAT YOUR POKÉMON AT THE SPA

ONCE YOU JOIN the Ribbon Syndicate in the Resort Area, you will be allowed to use the spa on the second floor. Treat your Pokémon to this luxurious amenity and their Friendship level will increase. To join the Ribbon Syndicate, your lead Pokémon must have 10 or more ribbons on it.







CHAPTER 14

SPECIAL EVOLUTIONS

Some Pokémon evolve through special requirements.

THERE ARE POKÉMON THAT REQUIRE KNOWING CERTAIN MOVES, having specific stats, or even leveling up in a particular place. Here's a list of Pokémon with unusual requirements and what you need to do to evolve them.

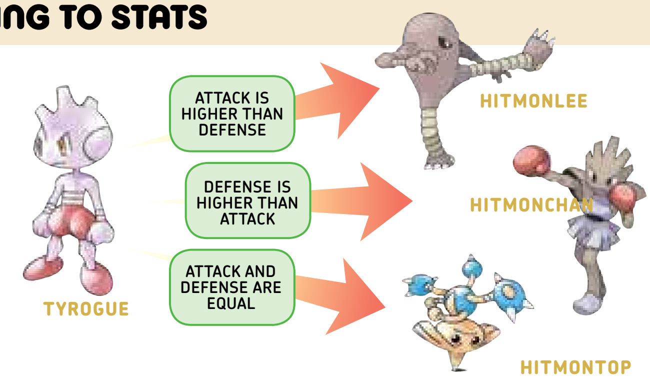


POKÉMON TO OBTAIN THROUGH SPECIAL EVOLUTION

POKÉMON	REQUIREMENTS FOR EVOLUTION
Hitmonlee	Raise Tyrogue's Attack higher than its Defense and let it level up to Lv 20
Hitmonchan	Raise Tyrogue's Defense higher than its Attack and let it level up to Lv 20
Hitmontop	Have Tyrogue's Attack equal to its Defense and let it level up to Lv 20
Mantine	Add Remoraid in your party and let Mantyke evolve
Shedinja	Have at least one free space in your party and one empty Poké Ball and let Nincada level up
Milotic	Raise Feebas' Beauty very high and let it level up
Wormadam (Plant Cloak)	Let a female Burmy wearing Plant Cloak level up to Lv 20 (Plant Cloak)
Wormadam (Sandy Cloak)	Let a female Burmy wearing Sandy Cloak level up to Lv 20 (Sandy Cloak)
Wormadam (Trash Cloak)	Let a female Burmy wearing Trash Cloak level up to Lv 20 (Trash Cloak)
Mothim	Let a male Burmy level up to Lv 20
Weavile	Have Sneasel hold Razor Claw and then level up between 8:00pm and 4:00am
Gliscor	Have Gligar hold Razor Fang and then level up between 8:00pm and 4:00am
Ambipom	Teach an Aipom the move Double Hit and let it level up to Lv 32 or higher
Lickilicky	Teach a Lickitung the move Rollout and let it level up to Lv 33 or higher
Tangrowth	Teach a Tangela the move AncientPower and let it level up to Lv 33 or higher
Yanmega	Teach a Yanma the move AncientPower and let it level up to Lv 33 or higher
Mamoswine	Teach a Piloswine the move AncientPower and let it level up
Leafeon	Have Eevee level up in Eterna Forest
Glaceon	Have Eevee level up on Route 217
Probopass	Have Nosepass level up at Mt. Coronet
Magnezone	Have Magneton level up at Mt. Coronet

SPECIAL EVOLUTION 1 EVOLVES ACCORDING TO STATS

TYROGUE WILL EVOLVE at Lv 20, but what exactly it evolves into is determined by its Attack and Defense stats at the time. You can tweak these stats using items like Protein and Iron in order to get the specific Evolution you want.



HOW TO OBTAIN PROTEIN
Purchase at Veilstone City Department Store 2FL for 9800 Poké Dollars

HOW TO OBTAIN IRON
Purchase at Veilstone City Department Store 2FL for 9800 Poké Dollars

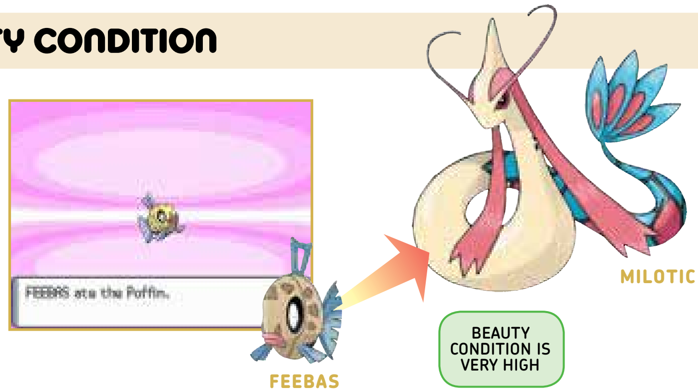
SPECIAL EVOLUTION 2 SPECIAL REQUIREMENTS FOR YOUR PARTY

TWO POKÉMON WILL REQUIRE that your party meet a specific configuration before they can evolve. If you want to have Mantyke evolve into Mantine, you must have a Remoraid in your party when Mantyke levels up. If you want Nincada to evolve into Shedinja, you need an empty space in your party and at least one empty Poké Ball. Do this when Nincada reaches Lv 20, and it will evolve into Ninjask and you will also have a new Shedinja.



SPECIAL EVOLUTION 3 RAISE THEIR BEAUTY CONDITION

TO EVOLVE FEEBAS INTO A MILOTIC, its Beauty condition must be very high. To achieve this, feed Feebas dry-flavored Poffin until its Beauty is maxed out.



INGREDIENTS FOR DRY POFFIN



RAZZ BERRY
Eterna Forest, Route 206, Route 208, Route 209, Route 210



PAMTRE BERRY
Amity Square in Hearthome City

SPECIAL EVOLUTION 4 EVOLVING WITH THEIR CLOAK

BURMY CAN WEAR THREE DIFFERENT CLOAKS, depending on their surroundings—Plant Cloak, Sandy Cloak, and Trash Cloak. When a female Burmy evolves into Wormadam at this level, its Pokémon type will be permanently determined by what cloak it was wearing at the time it evolved. Male Burmy will always evolve into a Bug-and-Flying type Mothim, regardless of what cloak it was wearing when it evolved.



BURMY ♀ (Plant Cloak) (F)
They will wear this cloak in grass, forest, on water, or in snow.

BURMY ♀ (Sandy Cloak)
They will wear this cloak inside mountains, caves, and on sand.

BURMY ♀ (Trash Cloak)
They will wear this cloak inside buildings and the Pokémon League.

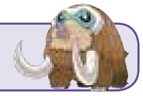
BURMY ♂
All male Burmy evolve into Mothim regardless of the cloak they wear.



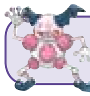
SPECIAL EVOLUTION 5 TEACH THEM SPECIFIC MOVES

SOME POKÉMON, WHEN YOU TEACH THEM a specific move, will evolve. They usually need to be above a particular level in addition to knowing the move. For example, Piloswine will not learn the move AncientPower naturally, but if you take it to the Move Maniac and give him a Heart Scale, the Move Maniac will teach AncientPower to your Pokémon.

Teach a Piloswine the move AncientPower and make it level up.



MAMOSWINE



Teach Mime Jr. the move Mimic and make it level up to Lv 18 or higher.

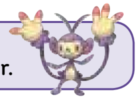
MR. MIME



Teach Bonsly the move Mimic and let it level up to Lv 17 or higher.

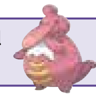
SUDOWOODO

Teach an Aipom the move Double Hit and make it level up to Lv 32 or higher.



AMBIPOM

Teach a Lickitung the move Rollout and let it level up to Lv 33 or higher.



LICKILICKY



Teach a Tangela the move AncientPower and let it level up to Lv 33 or higher.

TANGROWTH



Teach a Yanma the move AncientPower and let it level up to Lv 33 or higher.

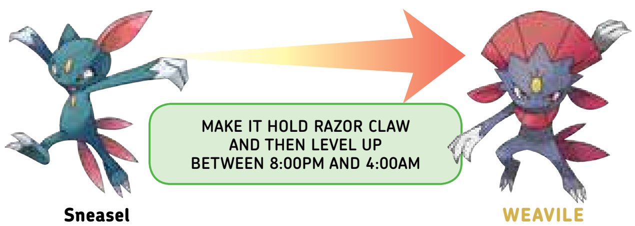
YANMEGA

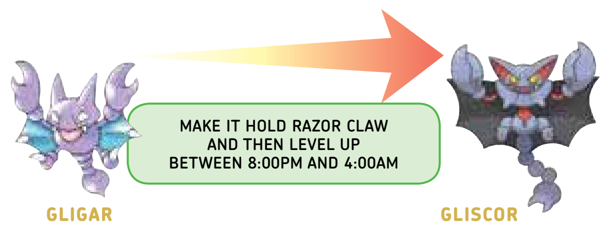
SPECIAL EVOLUTION 6 LET THEM HOLD A SPECIFIC ITEM

TIME AND ITEMS CAN PLAY A ROLE in Evolution for some Pokémon. If you let a Sneasel hold a Razor Claw, or Gligar hold a Razor Fang, and then level up the Pokémon between 8:00pm and 4:00am, they will evolve.

HELD ITEMS THAT EVOLVE POKÉMON

Item	Location
RAZOR CLAW	Victory Road 1FL, Route 224
RAZOR FANG	Battle Park in Fight Area



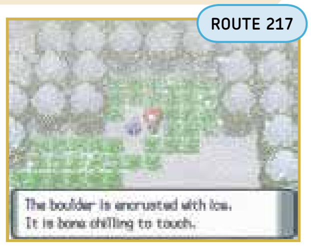


SPECIAL EVOLUTION 7 LEVEL UP NEAR A SPECIAL ROCK

THERE ARE TWO MYSTERIOUS ROCKS in the fields of Sinnoh that can influence the Evolution of some Pokémon. Bring your Eevee to the moss-covered rock in Eterna Forest and when it levels up it will evolve into Leafeon. Level up Eevee near the ice-covered rock on Route 217 and it will evolve into Glaceon. Eevee can evolve into seven different kinds of Pokémon, so you should breed it to get as many Eevee as you can.







SPECIAL EVOLUTION 8 LEVEL UP AT MT. CORONET

MT. CORONET HAS A SPECIAL POWER that makes certain species of Pokémon evolve. Level up Nosepass at the mountain and it will evolve into Probopass, while Magneton will evolve into Magnezone.



PROBOPASS





MAGNEZONE

CHAPTER 15

POKÉMON BREEDING

Obtain Eggs at the Pokémon Day Care.

IF YOU LEAVE TWO POKÉMON at the Pokémon Day Care in Solaceon Town, when you return you may find an Egg waiting for you. Depending on which Pokémon you leave at the Day Care, you might even receive the Egg of a Pokémon that cannot be found in the wild—making this essential for completing your Pokédex.





THE PATH FROM EGG TO POKÉMON

1 DROP OFF YOUR POKÉMON AT THE POKÉMON DAY CARE



Leave two of your Pokémon with the old lady at the counter and come back later.

2 RECEIVE AN EGG



Sometimes when you return the old man outside the Day Care has an Egg for you. You must have empty space in your party.

3 HATCH THE EGG



After a while of traveling with you, the Egg will hatch. The Pokémon inside will be Lv 1.

POKÉMON OBTAINED BY BREEDING

POKÉMON	PAIRING	NECESSARY ITEMS
Koffing	Amorphous group male + female Weezing	
Ledyba	Bug group male + female Ledian	
Spinarak	Bug group male + female Ariados	
Houndour	Field group male + female Houndoom	
Poochyena	Field group male + female Mightyena	
Taillow	Flying group male + female Swellow	
Whismur	Monster or Field group male + female Loudred or female Exploud	
Shuppet	Amorphous group male + female Banette	
Wynaut	Amorphous group male + female Wobbuffet	Lax Incense
Phione	Manaphy + Ditto	

CATCH IT!



NONE OF THESE POKÉMON can be found in the wild, so you must breed them at a Pokémon Day Care, or transfer them over from previous GBA games and then catch them in Pal Park.







BREEDING TIP 1 RAISE THEIR STATS WITH ITEMS

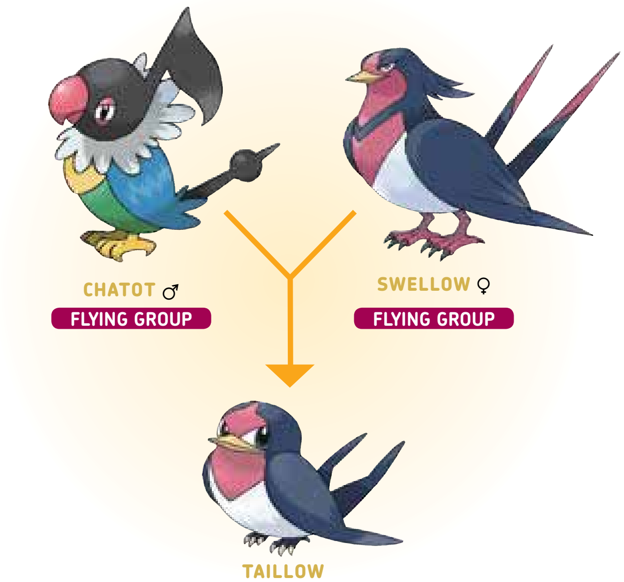
THE SIMPLEST WAY TO PAIR POKÉMON is by breeding a male and female of the same species. However, you can also breed Pokémon that belong to the same Egg group, even if they are not the same kind of Pokémon.

HOW IT WORKS

1. WHEN YOU LEAVE A MALE AND FEMALE FROM THE SAME EGG GROUP TOGETHER AT THE POKÉMON DAY CARE, THEY WILL MOST LIKELY PRODUCE AN EGG.
2. THE BABY BORN FROM THE EGG WILL EITHER BE THE SAME SPECIES AS THE MOTHER, OR HER PRE-EVOLVED FORM.
3. THE BABY POKÉMON WILL ALWAYS BE A BASIC FORM—NEVER AN EVOLVED POKÉMON.

SOME POKÉMON SPECIES HAVE TWO ABILITIES, only one of which an individual Pokémon can actually have. Sometimes a baby will end up with the Ability not possessed by either of its parents. For example, a Luxray with the Ability Rivalry might have a baby with the Ability Intimidate.

CHATOT AND SWELLOW



A male Chatot and a female Swellow are both from the Flying group, so they can produce an Egg that hatches into Taillow.

SEE THE EGG GROUP CHART ON PG 397

BREEDING TIP 2 DITTO CAN HELP POKÉMON BREED

SOME POKÉMON DON'T HAVE A GENDER, while others only exist as males with no female counterpart. Normally, they would not be able to breed, but if you catch yourself a Ditto, that's no longer a problem. To catch a Ditto, use the Poké Radar on Route 218 (pg 314).



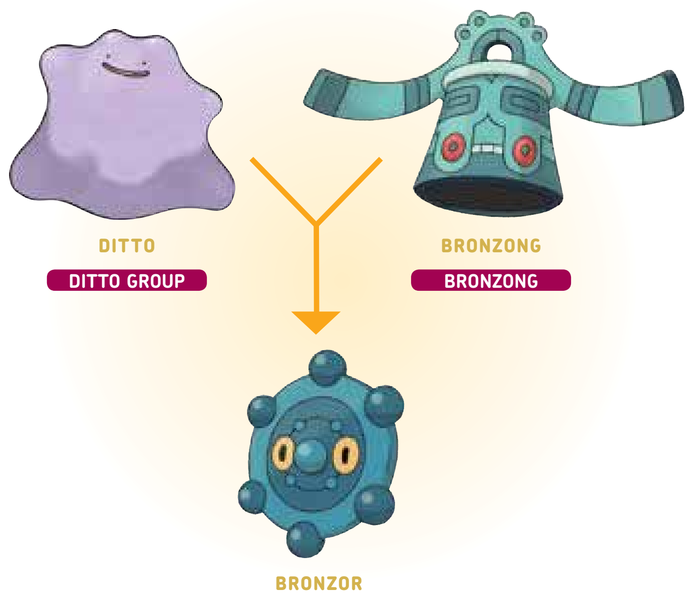
WHERE TO FIND DITTO

Route 218 (Poké Radar)

POKÉMON OF UNKNOWN GENDER THAT CAN REPRODUCE WITH DITTO

Magnemite	Magneton	Voltorb
Electrode	Staryu	Starmie
Porygon	Porygon	Shedinja
Lunatone	Solrock	Baltoy
Claydol	Beldum	Metang
Metagross	Bronzor	Bronzong
Magnezone	Porygon-Z	Rotom

DITTO AND BRONZONG



Bronzong is of unknown gender but it can produce a Bronzor Egg if paired with Ditto.

BREEDING TIP 3 HAVE THEM HOLD ITEMS

WHEN YOU LEAVE TWO POKÉMON at the Day Care, give one of them a special item to hold and they might produce an Egg of a hard-to-catch Pokémon. For example, you can try to catch Munchlax by smearing Honey on a Honey Tree, but the odds of it actually appearing are very low. It might be easier to try breeding for one from its evolved form Snorlax.



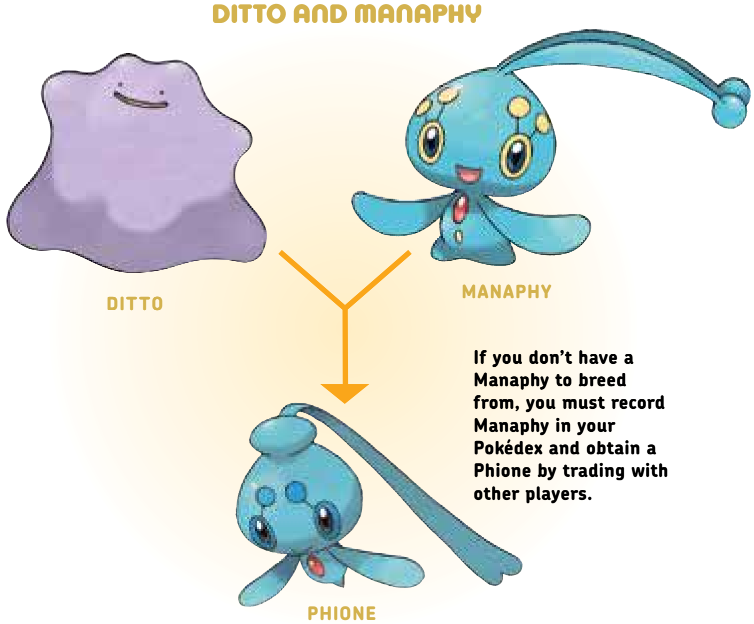
POKÉMON THAT USE HELD ITEMS TO BREED

POKÉMON	PAIRING	ITEM
Azurill	Fairy or Water group 1 male + female Marill or female Azumarill	Sea Incense
Wynaut	Amorphous group male + female Wobbuffet	Lax Incense
Mime Jr	Humanshape group male + female Mr. Mime.	Odd Incense
Bonsly	Mineral group male + female Sudowoodo	Rock Incense
Munchlax	Monster group male + female Snorlax	Full Incense
Mantyke	Water group 1 male + female Mantine	Wave Incense
Budew	Fairy or Plant group male + female Roselia or Roserade	Rose Incense
Happiny	Fairy group male + female Chansey or Blissey	Luck Incense
Chingling	Amorphous group male + female Chimecho	Pure Incense

BREEDING TIP 4 MANAPHY + DITTO = PHIONE

DROP OFF MANAPHY AND DITTO TOGETHER at the Pokémon Day Care for a special surprise—an Egg containing Phione, a Pokémon that cannot be obtained any other way. Phione will not evolve into Manaphy, and breeding Phione with Ditto will only produce another Phione.

DITTO AND MANAPHY



If you don't have a Manaphy to breed from, you must record Manaphy in your Pokédex and obtain a Phione by trading with other players.

HATCH EGGS FASTER WITH POKÉMON ABILITIES

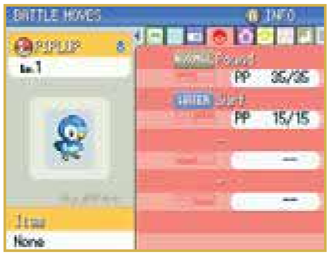
HATCHING AN EGG by simply carrying it around in your party can take a long time, but you can speed up the process by keeping a Pokémon with either of the Abilities Flame Body or Magma Armor.





BREEDING TIP 5 POKÉMON ARE BORN WITH SPECIAL MOVES

ALL NEWLY-HATCHED Pokémon are at Lv 1, but they usually know moves that cannot be learned at that level. These are called Egg Moves, and they are inherited from the Pokémon's parents in the breeding process. Learning how to put this facet of breeding to use will be a great asset in creating strong Pokémon.



Piplup is only at Lv 1 but it was born with the field move Surf.

MOVES THAT CAN BE INHERITED

1. MOVES THAT THE POKÉMON IS BORN WITH (AT LV 1)
2. MOVES THAT BOTH PARENTS KNOW AND THE BABY POKÉMON WILL LEARN AS IT LEVELS UP
3. MOVES THAT THE FATHER KNOWS THAT THE BABY POKÉMON CAN LEARN USING TMS
4. MOVES THAT THE FATHER KNOWS THAT THE BABY POKÉMON CAN LEARN AS EGG MOVES

BREEDING TIP 6 PICHU CAN LEARN VOLT TACKLE



YOU CAN CATCH a Pichu at the Trophy Garden inside the Pokémon Mansion (on Route 212) but if you breed one, it can learn a special move called Volt Tackle. Give one of the parent Pokémon the item Light Ball to hold when you drop them off at the Pokémon Day Care. You can obtain a Light Ball from wild Pikachu.



Volt Tackle is a powerful move with a strength of 120 that backlashes 1/3 of the damage done back onto your Pokémon.

AN EXAMPLE OF BREEDING A PICHU THAT KNOWS VOLT TACKLE



MALE CHERRIM

FAIRY GROUP

+



FEMALE PIKACHU

FAIRY GROUP



LIGHT BALL

→



PICHU

INHERITED VOLT TACKLE!

Gave a female Pikachu a Light Ball to hold and then left it at the Day Care with a male Cherrim. Both Pokémon are in the Fairy group.

POKÉMON EGG GROUPS

0 NO EGGS

No.	Pokémon	No.	Pokémon
30	Nidorina	379	Registeel
31	Nidoqueen	380	Latias
144	Articuno	381	Latios
145	Zapdos	382	Kyogre
146	Moltres	383	Groudon
150	Mewtwo	384	Rayquaza
151	Mew	385	Jirachi
172	Pichu	386	Deoxys
173	Cleffa	406	Budew
174	Igglybuff	433	Chingling
175	Togepi	438	Bonsly
201	Unown	439	Mime Jr.
236	Tyrogue	440	Happiny
238	Smoochum	446	Munchlax
239	Elekid	447	Riolu
240	Magby	458	Mantyke
243	Raikou	480	Uxie
244	Entei	481	Mesprit
245	Suicune	482	Azelf
249	Lugia	483	Dialga
250	Ho-Oh	484	Palkia
251	Celebi	485	Heatran
298	Azurill	486	Regigigas
360	Wynaut	487	Giratina
377	Regirock	488	Cresselia
378	Regice		

2 BUG GROUP

No.	Pokémon	No.	Pokémon
10	Caterpie	266	Silcoon
11	Metapod	267	Beautifly
12	Butterfree	268	Cascoon
13	Weedle	269	Dustox
14	Kakuna	283	Surskit
15	Beedrill	284	Masquerain
46	Paras	290	Nincada
47	Parasect	291	Ninjask
48	Venonat	313	Volbeat
49	Venomoth	314	Illumise
123	Scyther	328	Trapinch
127	Pinsir	329	Vibrava
165	Ledyba	330	Flygon
166	Ledian	401	Kricketot
167	Spinarak	402	Kricketune
168	Ariados	412	Burmy
193	Yanma	413	Wormadam
204	Pineco	414	Mothim
205	Forretress	415	Combee
207	Gligar	416	Vespiquen
212	Scizor	451	Skorupi
213	Shuckle	452	Drapion
214	Heracross	469	Yanmega
265	Wurmple	472	Gliscor

1 PLANT GROUP

No.	Pokémon	No.	Pokémon
1	Bulbasaur	270	Lotad
2	Ivysaur	271	Lombre
3	Venusaur	272	Ludicolo
43	Oddish	273	Seedot
44	Gloom	274	Nuzleaf
45	Vileplume	275	Shiftry
46	Paras	285	Shroomish
47	Parasect	286	Breloom
69	Bellsprout	315	Roselia
70	Weepinbell	331	Cacnea
71	Victreebel	332	Cacturne
102	Exeggcute	357	Tropius
103	Exeggutor	387	Turtwig
114	Tangela	388	Grotle
152	Chikorita	389	Torterra
153	Bayleef	407	Roserade
154	Meganium	420	Cherubi
182	Bellossom	421	Cherrim
187	Hoppip	455	Carnivine
188	Skiploom	459	Snover
189	Jumpluff	460	Abomasnow
191	Sunkern	465	Tangrowth
192	Sunflora		

3 FLYING GROUP

No.	Pokémon	No.	Pokémon
16	Pidgey	178	Xatu
17	Pidgeotto	198	Murkrow
18	Pidgeot	227	Skarmory
21	Spearow	276	Taillow
22	Fearow	277	Swellow
41	Zubat	278	Wingull
42	Golbat	279	Pelipper
83	Farfetch'd	333	Swablu
84	Doduo	334	Altaria
85	Dodrio	396	Starly
142	Aerodactyl	397	Staravia
163	Hoothoot	398	Staraptor
164	Noctowl	430	Honchkrow
169	Crobat	441	Chatot
176	Togetic	468	Togekiss
177	Natu		



EGG GROUPS

POKÉMON SHADED IN BLUE belong to two Egg Groups.

CAPTURE GUIDE



4 HUMAN-LIKE GROUP

63	Abra	307	Meditite
64	Kadabra	308	Medicham
65	Alakazam	313	Volbeat
66	Machop	314	Illumise
67	Machoke	327	Spinda
68	Machamp	331	Cacnea
96	Drowzee	332	Cacturne
97	Hypno	390	Chimchar
106	Hitmonlee	391	Monferno
107	Hitmonchan	392	Infernape
122	Mr. Mime	427	Buneary
124	Jynx	428	Lopunny
125	Electabuzz	448	Lucario
126	Magmar	453	Croagunk
237	Hitmontop	454	Toxicroak
296	Makuhita	466	Electivire
297	Hariyama	467	Magmortar
302	Sableye		

5 MONSTER GROUP

1	Bulbasaur	199	Slowking
2	Ivysaur	246	Larvitar
3	Venusaur	247	Pupitar
4	Charmander	248	Tyranitar
5	Charmeleon	252	Treecko
6	Charizard	253	Grovyle
7	Squirtle	254	Sceptile
8	Wartortle	258	Mudkip
9	Blastoise	259	Marshtomp
29	Nidoran ♀	260	Swampert
32	Nidoran ♂	293	Whismur
33	Nidorino	294	Loudred
34	Nidoking	295	Exploud
79	Slowpoke	304	Aron
80	Slowbro	305	Lairon
104	Cubone	306	Aggron
105	Marowak	357	Tropius
108	Lickitung	387	Turtwig
111	Rhyhorn	388	Grotle
112	Rhydon	389	Torterra
115	Kangaskhan	408	Cranidos
131	Lapras	409	Rampardos
143	Snorlax	410	Shieldon
152	Chikorita	411	Bastiodon
153	Bayleef	443	Gible
154	Meganium	444	Gabite
158	Totodile	445	Garchomp
159	Croconaw	459	Snover
160	Feraligatr	460	Abomasnow
179	Mareep	463	Lickilicky
180	Flaaffy	464	Rhyperior
181	Ampharos		

6 FAIRY GROUP

25	Pikachu	300	Skitty
26	Raichu	301	Delcatty
35	Clefairy	303	Mawile
36	Clefable	311	Plusle
39	Jigglypuff	312	Minun
40	Wigglytuff	315	Roselia
113	Chansey	351	Castform
176	Togetic	361	Snorunt
183	Marill	362	Glalie
184	Azumarill	407	Roserade
187	Hoppip	417	Pachirisu
188	Skiploom	420	Cherubi
189	Jumpluff	421	Cherrim
209	Snubbull	468	Togekiss
210	Granbull	478	Froslass
242	Blissey	489	Phione
285	Shroomish	490	Manaphy
286	Breloom		

7 DRAGON GROUP

4	Charmander	253	Grovyle
5	Charmeleon	254	Sceptile
6	Charizard	333	Swablu
23	Ekans	334	Altaria
24	Arbok	336	Seviper
116	Horsea	349	Feebas
117	Seadra	350	Milotic
129	Magikarp	371	Bagon
130	Gyarados	372	Shelgon
147	Dratini	373	Salamence
148	Dragonair	443	Gible
149	Dragonite	444	Gabite
230	Kingdra	445	Garchomp
252	Treecko		

8 MINERAL GROUP

74	Geodude	338	Solrock
75	Graveler	343	Baltoy
76	Golem	344	Claydol
81	Magnemite	361	Snorunt
82	Magneton	362	Glalie
95	Onix	374	Beldum
100	Voltorb	375	Metang
101	Electrode	376	Metagross
137	Porygon	436	Bronzor
185	Sudowoodo	437	Bronzong
208	Steelix	462	Magnezone
233	Porygon-2	474	Porygon-Z
292	Shedinja	476	Probopass
299	Nosepass	478	Froslass
337	Lunatone		

9 GROUND GROUP

No.	Pokémon	No.	Pokémon
19	Rattata	210	Granbull
20	Raticate	215	Sneasel
23	Ekans	216	Teddiursa
24	Arbok	217	Ursaring
25	Pikachu	220	Swinub
26	Raichu	221	Piloswine
27	Sandshrew	225	Delibird
28	Sandslash	228	Houndour
29	Nidoran ♀	229	Houndoom
32	Nidoran ♂	231	Phanpy
33	Nidorino	232	Donphan
34	Nidoking	234	Stantler
37	Vulpix	235	Smeargle
38	Ninetales	241	Miltank
50	Diglett	255	Torchic
51	Dugtrio	256	Combusken
52	Meowth	257	Blaziken
53	Persian	261	Poochyena
54	Psyduck	262	Mightyena
55	Golduck	263	Zigzagoon
56	Mankey	264	Linoone
57	Primeape	273	Seedot
58	Growlithe	274	Nuzleaf
59	Arcanine	275	Shiftry
77	Ponyta	287	Slakoth
78	Rapidash	288	Vigoroth
83	Farfetch'd	289	Slaking
86	Seel	293	Whismur
87	Dewgong	294	Loudred
111	Rhyhorn	295	Exploud
112	Rhydon	300	Skitty
128	Tauros	301	Delcatty
133	Eevee	303	Mawile
134	Vaporeon	309	Electrike
135	Jolteon	310	Manectric
136	Flareon	320	Wailmer
155	Cyndaquil	321	Wailord
156	Quilava	322	Numel
157	Typhlosion	323	Camerupt
161	Sentret	324	Torkoal
162	Furret	325	Spoink
179	Mareep	326	Grumpig
180	Flaaffy	327	Spinda
181	Ampharos	335	Zangoose
190	Aipom	336	Seviper
194	Wooper	352	Kecleon
195	Quagsire	359	Absol
196	Espeon	363	Spheal
197	Umbreon	364	Sealeo
203	Girafarig	365	Walrein
206	Dunsparce	390	Chimchar
209	Snubbull	391	Monferno

9 GROUND GROUP

No.	Pokémon	No.	Pokémon
392	Infernape	428	Lopunny
393	Piplup	431	Glameow
394	Prinplup	432	Purugly
395	Empoleon	434	Stunky
399	Bidoof	435	Skuntank
400	Bibarel	448	Lucario
403	Shinx	449	Hippopotas
404	Luxio	450	Hippowdon
405	Luxray	461	Weavile
417	Pachirisu	464	Rhyperior
418	Buizel	470	Leafeon
419	Floatzel	471	Glaceon
424	Ambipom	473	Mamoswine
427	Buneary		

10 AMORPHOUS GROUP

No.	Pokémon	No.	Pokémon
88	Grimer	351	Castform
89	Muk	353	Shuppet
92	Gastly	354	Banette
93	Haunter	355	Duskull
94	Gengar	356	Dusclops
109	Koffing	358	Chimecho
110	Weezing	422	Shellos
200	Misdreavus	423	Gastrodon
202	Wobbuffet	425	Drifloon
218	Slugma	426	Drifblim
219	Magcargo	429	Mismagius
280	Ralts	442	Spiritomb
281	Kirlia	475	Gallade
282	Gardevoir	477	Dusknoir
316	Gulpin	479	Rotom
317	Swalot		

11 WATER GROUP 1

7	Squirtle	226	Mantine
8	Wartortle	230	Kingdra
9	Blastoise	258	Mudkip
54	Psyduck	259	Marshtomp
55	Golduck	260	Swampert
60	Poliwag	270	Lotad
61	Poliwhirl	271	Lombre
62	Poliwrath	272	Ludicolo
79	Slowpoke	278	Wingull
80	Slowbro	279	Pelipper
86	Seel	283	Surskit
87	Dewgong	284	Masquerain
116	Horsea	341	Corphish
117	Seadra	342	Crawdaunt
131	Lapras	349	Feebas
138	Omanyte	350	Milotic
139	Omastar	363	Spheal
140	Kabuto	364	Sealeo
141	Kabutops	365	Walrein
147	Dratini	366	Clamperl
148	Dragonair	367	Huntail
149	Dragonite	368	Gorebyss
158	Totodile	369	Relicanth
159	Croconaw	393	Piplup
160	Feraligatr	394	Prinplup
183	Marill	395	Empoleon
184	Azumarill	399	Bidoof
186	Politoed	400	Bibarel
194	Wooper	418	Buizel
195	Quagsire	419	Floatzel
199	Slowking	422	Shellos
222	Corsola	423	Gastrodon
223	Remoraid	489	Phione
224	Octillery	490	Manaphy
225	Delibird		

12 WATER GROUP 2

118	Goldeen	319	Sharpedo
119	Seaking	320	Wailmer
129	Magikarp	321	Wailord
130	Gyarados	339	Barboach
170	Chinchou	340	Whiscash
171	Lanturn	369	Relicanth
211	Qwilfish	370	Luvdisc
223	Remoraid	456	Finneon
224	Octillery	457	Lumineon
318	Carvanha		

13 WATER GROUP 3

72	Tentacool	141	Kabutops
73	Tentacruel	222	Corsola
90	Shellder	341	Corphish
91	Cloyster	342	Crawdaunt
98	Krabby	345	Lileep
99	Kingler	346	Cradily
120	Staryu	347	Anorith
121	Starmie	348	Armaldo
138	Omanyte	451	Skorupi
139	Omastar	452	Drapion
140	Kabuto		

14 DITTO GROUP

132	Ditto

CHAPTER 16

POKÉMON TRADING

Use the connection system to trade Pokémon.

SOME OF THE POKÉMON that appear in the game are actually different in between the Diamond and Pearl versions. The only way to get these Pokémon is by trading with someone who has the other game using the Nintendo DS Wireless Connection or the Nintendo Wi-Fi Connection. Do this and you can work together to fill out your Pokédexes.



POKÉMON THAT APPEAR IN DIAMOND ONLY

POKÉMON	HOW TO OBTAIN
Seel	Route 226 (on the water)
Dewgong	Route 226 (on the water)
Mr. Mime	Route 218
Scyther	Route 229
Murkrow	Eterna Forest
Larvitar	Route 207 (Poké Radar)
Mightyena	Route 214 (Poké Radar)
Silcoon	Eterna Forest
Aron	Fuego Ironworks (Poké Radar)
Kecleon	Route 210 (Poké Radar)
Cranidos	Skull Fossil (Underground)
Stunky	Route 206
Skuntank	Route 221
Dialga	Spear Pillar in Mt. Coronet

POKÉMON THAT APPEAR IN PEARL ONLY

POKÉMON	HOW TO OBTAIN
Slowpoke	Route 205 (Poké Radar)
Pinsir	Route 229
Sudowoodo	Route 214
Misdreavus	Eterna Forest
Houndoom	Route 214 (Poké Radar)
Stantler	Route 207 (Poké Radar)
Cascoon	Eterna Forest
Dustox	Eterna Forest
Spheal	Route 226 (on the water)
Sealeo	Route 226 (on the water)
Bagon	Route 210 (Poké Radar)
Shieldon	Armor Fossil (Underground)
Glameow	Route 218
Purugly	Route 222
Palkia	Spear Pillar in Mt. Coronet

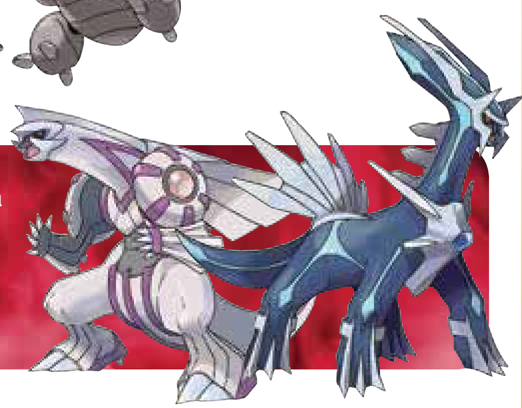




CATCH IT!



ALL POKÉMON YOU OBTAIN in trades will be recorded in your Pokédex as “caught” even if you immediately return the Pokémon to its owner. With this in mind, it’s a good idea to borrow Pokémon like Dialga and Palkia for a short time so they can register in your Pokédex.





SOME POKÉMON EVOLVE THROUGH TRADING



COOPERATE WITH FRIENDS AND FAMILY and trade certain pre-evolved forms back and forth to get them to evolve. A few might need a little help to evolve, and they should hold a specific item when they are traded. Once the trade is complete and the Pokémon evolves, the item is gone.

SOME POKÉMON EVOLVE THROUGH TRADING

POKÉMON	REQUIREMENTS
Alakazam	Trade Kadabra
Machamp	Trade Machoke
Golem	Trade Graveler
Gengar	Trade Gastly
Politoed	Trade Poliwhirl while it's holding a King's Rock
Slowking ●	Trade Slowpoke while it's holding a King's Rock
Steelix	Trade Onix while it's holding Metal Coat
Scizor ♦	Trade Scyther while it's holding a Metal Coat
Kingdra	Trade Seadra while it's holding a Dragon Scale
Porygon-2	Trade Porygon while it's holding an Up-Grade
Huntail	Trade Clamperl while it's holding a DeepSeaTooth
Gorebyss	Trade Clamperl while it's holding a DeepSeaScale
Rhyperior	Trade Rhydon while it's holding a Protector
Electivire	Trade Electabuzz while it's holding an Electirizer
Magmortar	Trade Magmar while it's holding a Magmarizer
Porygon-Z	Trade Porygon 2 while it's holding a Dubious Disc
Dusknoir	Trade Dusclops while it's holding a Reaper Cloth

ITEMS USED IN TRADE EVOLUTION

KING'S ROCK
Pokémon with the Ability Pickup pick it up

METAL COAT
Wild Bronzor and Steelix sometimes have it

DRAGON SCALE
Wild Horsea and Seadra sometimes have it

UP-GRADE
You can get it from Professor Oak at a house in Eterna City

DEEPSEATOOTH
Wild Carvanha and Sharpedo sometimes have it

DEEPSEASCALE
Wild Relicanth sometimes have it

PROTECTOR
Route 228

ELECTIRIZER
Wild Elekid have it

MAGMARIZER
Wild Magby have it

DUBIOUS DISC
Route 225

REAPER CLOTH
Route 229

CHAPTER 17

DUAL SLOT POKÉMON

Use the GBA Pokémon games to find more Pokémon.

ONCE YOU'VE OBTAINED THE NATIONAL POKÉDEX from Professor Oak, take your Game Boy Advance series Pokémon games and try inserting them into the GBA slot on your Nintendo DS. Even more different kinds of Pokémon will begin to appear throughout Sinnoh, many of which are not available through any other method.





BRING THE GBA GENERATION TO YOUR DS

THE GBA CARTRIDGES that are compatible with Diamond and Pearl are the Game Boy Advance Pokémon games Ruby, Sapphire, FireRed, LeafGreen, and Emerald. If you don't own all of them, you can still borrow the cartridges from friends for a while and receive the same benefits. Your friends need not worry—you don't need to play the GBA game for the Pokémon to appear in Diamond or Pearl, just have the cartridge inserted into your DS.



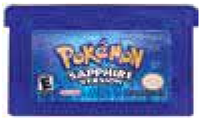
For example, insert Sapphire and Lunatone will appear at Lake Verity and Lake Valor.

DUAL SLOT COMPATIBLE GAMES

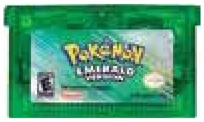
RUBY



SAPPHIRE



EMERALD

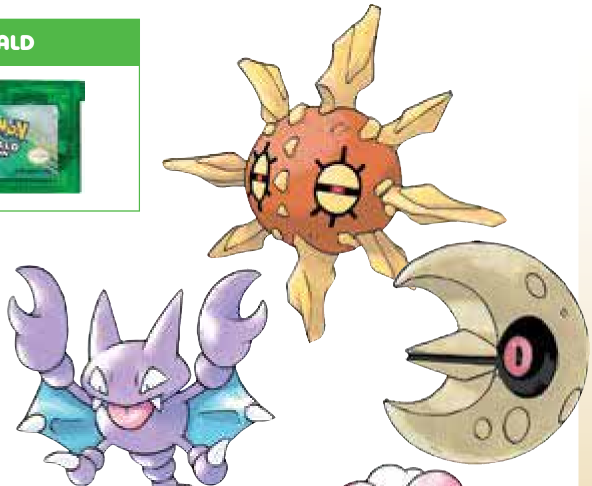


FIRERED



LEAFGREEN

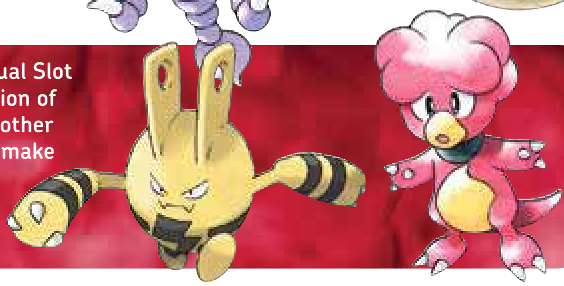




CATCH IT!



ALL POKÉMON OBTAINED through the Dual Slot function in this manner, with the exception of Haunter, cannot be caught through any other method. Practice some due diligence to make sure you catch all of them.





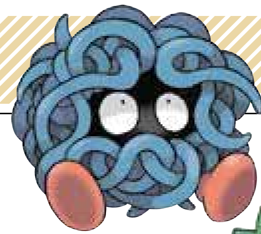
DUAL SLOT AVAILABILITY

LOCATIONS	RUBY	SAPPHIRE	EMERALD	FIRE RED	LEAF GREEN
Route 201				Growlithe	
Route 202				Growlithe	
Route 203	Seedot	Lotad	Pineco		
Route 204 (Jubilife City side)	Seedot	Lotad	Pineco	Caterpie	Weedle
Route 204 (Floaroma Town side)	Seedot	Lotad	Pineco		
Route 205 (Floaroma Town Side)				Elekid	
Route 205 (Eterna City side)		Lotad			
Route 206			Gligar		
Route 207			Gligar		
Route 208	Zangoose	Seviper			
Route 209					Vulpix
Route 210 (Solaceon Town side)	Seedot Nuzleaf		Pineco		
Route 210 (Celestic Town side)	Zangoose	Seviper			
Route 211			Teddiursa		
Route 212 (Pastoria City side)		Lombre Lotad		Ekans	
Route 214			Gligar		Vulpix
Route 215			Gligar		
Route 216			Ursaring		
Route 217			Ursaring		
Route 224			Shuckle		
Route 227			Gligar		Magby
Route 228					Sandslash
Route 229	Nuzleaf	Lombre	Pineco		
Lake Verity	Solrock	Lunatone	Bibarel Staravia	Bibarel Staravia	Bibarel Staravia
Valley Windworks				Elekid	
Eterna Forest	Seedot		Pineco	Metapod	Kakuna
Old Chateau (the second room from the right on 2F)	Haunter Gengar	Haunter Gengar	Haunter Gengar	Haunter Gengar	Haunter Gengar
Old Chateau (all areas except for the above mentioned)	Haunter	Haunter	Haunter	Haunter	Haunter
Mt. Coronet (all areas except for Spear Pillar)	Solrock	Lunatone			
Pastoria Great Marsh				Arbok	
Wayward Cave					Sandshrew
Iron Island (all areas except for 1F)	Mawile	Sableye			
Lake Valor	Solrock	Lunatone			
Lake Acuity	Solrock	Lunatone	Ursaring		
Acuity Lakefront			Teddiursa		
Sendoff Spring	Solrock	Lunatone			
Turnback Cave	Solrock	Lunatone			
Stark Mountain exterior			Gligar		Magby
Stark Mountain interior					Magby

CHAPTER 18

CATCH THEM IN PAL PARK

Transfer Pokémon over from the GBA into the DS games.





PAL PARK IS A GREAT PLACE where you can bring over Pokémon previously caught in Game Boy Advance series games. Many Pokémon will not be found in Sinnoh no matter what you do, so this is the only way to get them into your current Pokédex.





POKÉMON YOU MUST TRANSFER INTO PAL PARK

POKÉMON	VERSION OF INITIAL APPEARANCE
Bulbasaur	FireRed, LeafGreen
Ivysaur	FireRed, LeafGreen
Venusaur	FireRed, LeafGreen
Charmander	FireRed, LeafGreen
Charmeleon	FireRed, LeafGreen
Charizard	FireRed, LeafGreen
Squirtle	FireRed, LeafGreen
Wartortle	FireRed, LeafGreen
Blastoise	FireRed, LeafGreen
Tangela	FireRed, LeafGreen
Articuno	FireRed, LeafGreen
Zapdos	FireRed, LeafGreen
Moltres	FireRed, LeafGreen
Mewtwo	FireRed, LeafGreen
Mew	Pokémon GBA series game *1
Chikorita	Emerald
Bayleef	Emerald
Meganium	Emerald
Cyndaquil	Emerald
Quilava	Emerald
Typhlosion	Emerald
Totodile	Emerald
Croconaw	Emerald
Feraligatr	Emerald
Raikou	FireRed, LeafGreen

POKÉMON	VERSION OF INITIAL APPEARANCE
Entei	FireRed, LeafGreen
Suicune	FireRed, LeafGreen
Lugia	FireRed, LeafGreen *2
Ho-Oh	FireRed, LeafGreen *2
Celebi	Pokémon GBA series game *1
Treecko	Ruby, Sapphire, Emerald
Grovyle	Ruby, Sapphire, Emerald
Sceptile	Ruby, Sapphire, Emerald
Torchic	Ruby, Sapphire, Emerald
Combusken	Ruby, Sapphire, Emerald
Blaziken	Ruby, Sapphire, Emerald
Mudkip	Ruby, Sapphire, Emerald
Marshtomp	Ruby, Sapphire, Emerald
Swampert	Ruby, Sapphire, Emerald
Tropius	Ruby, Sapphire, Emerald
Regirock	Ruby, Sapphire, Emerald
Regice	Ruby, Sapphire, Emerald
Registeel	Ruby, Sapphire, Emerald
Latias	Sapphire, Emerald
Latios	Ruby, Emerald
Kyogre	Sapphire, Emerald
Groudon	Ruby, Emerald
Rayquaza	Ruby, Sapphire, Emerald
Jirachi	Pokémon GBA series game *1
Deoxys	Pokémon GBA series game *1

*1: Only available through distribution at special events and not through regular game play. Check Pokémon.com for the latest news on the opportunities to catch these Pokémon.

*2: Only available through distribution at special events, or by playing Pokémon Colosseum (Ho-Oh) and Pokémon XD (Lugia) for the Nintendo GameCube and then transferring them to your GBA game.



PAL PARK TIP 1

TRANSFER SIX POKÉMON A DAY

ONCE PROFESSOR OAK upgrades your Pokédex from the Sinnoh Pokédex to the National Pokédex, Pal Park will be open for business. You can bring over up to six Pokémon a day per cartridge, so if you had all five GBA series games you could transfer a total of 30 Pokémon daily. However, you must catch the first six in Pal Park before you can bring any others from the same game over.



PAL PARK RULES

1. YOU CAN TRANSFER UP TO SIX POKÉMON AT A TIME, PER CARTRIDGE, PER 24-HOUR PERIOD.
2. YOU MUST CATCH ALL OF THE POKÉMON YOU'VE TRANSFERRED INTO PAL PARK BEFORE YOU CAN TRANSFER ANY MORE.
3. POKÉMON THAT KNOW FIELD MOVES OR THAT ARE HOLDING MAIL CANNOT BE TRANSFERRED.
4. EGGS CANNOT BE TRANSFERRED.
5. ONCE AN INDIVIDUAL POKÉMON IS TRANSFERRED TO ONE OF THE DS GAMES, IT IS GONE FROM YOUR GBA GAME FOREVER.
6. DEOXYS WILL APPEAR IN THE FORM IT HELD BEFORE YOU TRANSFERRED IT TO PAL PARK.

PAL PARK TIP 2

SCORE HIGH WHEN YOU CAPTURE POKÉMON

WHEN YOU PLAY THE CAPTURE SHOW at Pal Park, you are given six Park Balls, which are guaranteed to capture the Pokémon. You'll enter the park itself, which is a huge area divided into different types of terrain—ocean, grass, mountain, and so forth. Pokémon will appear at the appropriate location. In the end, you will be given points based on the rarity of the Pokémon and how long it took you to capture it.



SCORING RULES

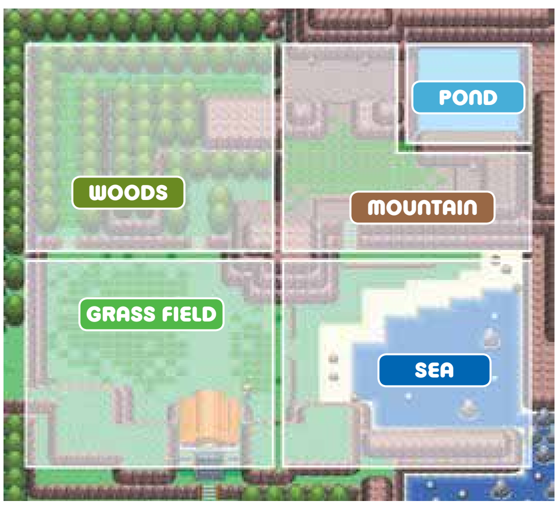
1. THE RARER THE POKÉMON IS, THE MORE POINTS YOU GET.
2. BONUS POINTS ARE ADDED IF ALL OF THE POKÉMON YOU CAUGHT ARE DIFFERENT TYPES.
3. BONUS POINTS ARE ALSO ADDED IF THE POKÉMON YOU JUST CAUGHT IS A DIFFERENT TYPE THAN THE LAST.
4. MORE POINTS ARE AWARDED FOR THE LESS TIME YOU TAKE.



PAL PARK MAP



AREA MAP



BERRIES ARE AWARDED FOR POINTS

3000 POINTS (OR LESS)		
Cheri Berry	Chesto Berry	Pecha Berry
Rawst Berry	Aspear Berry	Leppa Berry
Oran Berry	Persim Berry	
3000 POINTS - 3299 POINTS		
Figy Berry	Wiki Berry	Mago Berry
Aguav Berry	Lapapa Berry	
3300 POINTS - 3499 POINTS		
Razz Berry	Bluk Berry	Nanab Berry
Wepear Berry	Pinap Berry	Lum Berry
Sitrus Berry		
3500 POINTS (OR MORE)		
Pomeg Berry	Kelpsy Berry	Qualot Berry
Hondew Berry	Grepa Berry	Tamato Berry







PAL PARK POKÉMON LOCATIONS

NO.	POKÉMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
1	BULBASAUR	Grass field	Relatively low	B
2	IVYSAUR	Grass field	Relatively high	D
3	VENUSAUR	Grass field	High	E
4	CHARMANDER	Grass field	Relatively low	B
5	CHARMELEON	Grass field	Relatively high	D
6	CHARIZARD	Grass field	High	E
7	SQUIRTLE	Pond	Relatively low	B
8	WARTORTLE	Pond	Relatively high	D
9	BLASTOISE	Pond	High	E
10	CATERPIE	Woods	Low	A
11	METAPOD	Woods	Relatively low	B
12	BUTTERFREE	Woods	Normal	C
13	WEEDLE	Woods	Low	A
14	KAKUNA	Woods	Relatively low	B
15	BEEDRILL	Woods	Normal	C
16	PIDGEY	Grass field	Low	A
17	PIDGEOTTO	Grass field	Relatively low	B
18	PIDGEOT	Grass field	Normal	C
19	RATTATA	Grass field	Low	A
20	RATICATE	Grass field	Relatively low	B
21	SPEAROW	Grass field	Low	A
22	FEAROW	Grass field	Relatively low	B
23	EKANS	Woods	Low	A
24	ARBOK	Woods	Relatively low	B
25	PIKACHU	Woods	Relatively high	D
26	RAICHU	Woods	High	E
27	SANDSHREW	Mountain	Relatively low	B
28	SANDSLASH	Mountain	Normal	C
29	NIDORAN ♀	Grass field	Low	A
30	NIDORINA	Grass field	Relatively low	B
31	NIDOQUEEN	Grass field	Normal	C
32	NIDORAN ♂	Grass field	Low	A
33	NIDORINO	Grass field	Relatively low	B
34	NIDOKING	Grass field	Normal	C
35	CLEFAIRY	Mountain	Relatively high	D
36	CLEFABLE	Mountain	High	E
37	VULPIX	Grass field	Normal	C
38	NINETALES	Grass field	Relatively high	D
39	JIGGLYPUFF	Grass field	Relatively high	D
40	WIGGLYTUFF	Grass field	High	E
41	ZUBAT	Mountain	Low	A
42	GOLBAT	Mountain	Relatively low	B
43	ODDISH	Woods	Low	A
44	GLOOM	Woods	Relatively low	B
45	VILEPLUME	Woods	Normal	C
46	PARAS	Woods	Low	A
47	PARASECT	Woods	Relatively low	B
48	VENONAT	Woods	Low	A

NO.	POKÉMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
49	VENOMOTH	Woods	Relatively low	B
50	DIGLETT	Mountain	Low	A
51	DUGTRIO	Mountain	Relatively low	B
52	MEOWTH	Grass field	Relatively low	B
53	PERSIAN	Grass field	Normal	C
54	PSYDUCK	Pond	Relatively low	B
55	GOLDUCK	Pond	Normal	C
56	MANKEY	Mountain	Relatively low	B
57	PRIMEAPE	Mountain	Normal	C
58	GROWLITHE	Grass field	Normal	C
59	ARCANINE	Grass field	Relatively high	D
60	POLIWAG	Pond	Relatively low	B
61	POLIWHIRL	Pond	Relatively high	D
62	POLIWRATH	Pond	High	E
63	ABRA	Grass field	Relatively low	B
64	KADABRA	Grass field	Relatively high	D
65	ALAKAZAM	Grass field	High	E
66	MACHOP	Mountain	Relatively low	B
67	MACHOKE	Mountain	Relatively high	D
68	MACHAMP	Mountain	High	E
69	BELLSPROUT	Woods	Low	A
70	WEEPINBELL	Woods	Relatively low	B
71	VICTREEBEL	Woods	Normal	C
72	TENTACOOL	Sea	Low	A
73	TENTACRUEL	Sea	Relatively low	B
74	GEODUDE	Mountain	Low	A
75	GRAVELER	Mountain	Relatively low	B
76	GOLEM	Mountain	Normal	C
77	PONYTA	Grass field	Relatively low	B
78	RAPIDASH	Grass field	Normal	C
79	SLOWPOKE	Pond	Relatively low	B
80	SLOWBRO	Pond	Normal	C
81	MAGNEMITE	Mountain	Relatively low	B
82	MAGNETON	Mountain	Normal	C
83	FARFETCH'D	Grass field	Normal	C
84	DODUO	Grass field	Relatively low	B
85	DODRIO	Grass field	Normal	C
86	SEEL	Sea	Relatively low	B
87	DEWGONG	Sea	Normal	C
88	GRIMER	Grass field	Relatively low	B
89	MUK	Grass field	Normal	C
90	SHELLDER	Sea	Relatively low	B
91	CLOYSTER	Sea	Normal	C
92	GASTLY	Woods	Relatively low	B
93	HAUNTER	Woods	Relatively high	D
94	GENGAR	Woods	High	E
95	ONIX	Mountain	Relatively high	D
96	DROWZEE	Woods	Relatively low	B

A VERY OFTEN B SOMEWHAT OFTEN C NORMAL D NOT VERY OFTEN E OCCASIONALLY F HARDLY

NO.	POKéMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
97	HYPNO	Woods	Normal	C
98	KRABBY	Sea	Relatively low	B
99	KINGLER	Sea	Normal	C
100	VOLTORB	Grass field	Relatively low	B
101	ELECTRODE	Grass field	Normal	C
102	EXEGGCUTE	Woods	Relatively low	B
103	EXEGGUTOR	Woods	Normal	C
104	CUBONE	Mountain	Relatively low	B
105	MAROWAK	Mountain	Normal	C
106	HITMONLEE	Mountain	Relatively high	D
107	HITMONCHAN	Mountain	Relatively high	D
108	LICKITUNG	Grass field	Normal	C
109	KOFFING	Mountain	Relatively low	B
110	WEEZING	Mountain	Normal	C
111	RHYHORN	Mountain	Relatively low	B
112	RHYDON	Mountain	Normal	C
113	CHANSEY	Grass field	High	E
114	TANGELA	Woods	Relatively low	B
115	KANGASKHAN	Grass field	Normal	C
116	HORSEA	Sea	Relatively low	B
117	SEADRA	Sea	Normal	C
118	GOLDEEN	Pond	Relatively low	B
119	SEAKING	Pond	Normal	C
120	STARYU	Sea	Relatively low	B
121	STARMIE	Sea	Normal	C
122	MR.MIME	Grass field	Normal	C
123	SCYTHER	Grass field	Normal	C
124	JYNX	Grass field	Normal	C
125	ELECTABUZZ	Mountain	Normal	C
126	MAGMAR	Mountain	Normal	C
127	PINSIR	Woods	Normal	C
128	TAUROS	Grass field	Normal	C
129	MAGIKARP	Pond	Low	A
130	GYARADOS	Pond	High	E
131	LAPRAS	Sea	High	E
132	DITTO	Grass field	Normal	C
133	EEVEE	Grass field	High	E
134	VAPOREON	Grass field	High	E
135	JOLTEON	Grass field	High	E
136	FLAREON	Grass field	High	E
137	PORYGON	Grass field	Relatively high	D
138	OMANYTE	Sea	Relatively low	B
139	OMASTAR	Sea	Normal	C
140	KABUTO	Sea	Relatively low	B
141	KABUTOPS	Sea	Normal	C
142	AERODACTYL	Mountain	Normal	C
143	SNORLAX	Grass field	Relatively high	D
144	ARTICUNO	Mountain	High	E
145	ZAPDOS	Mountain	High	E

NO.	POKéMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
146	MOLTRES	Mountain	High	E
147	DRATINI	Pond	Normal	C
148	DRAGONAIR	Pond	Relatively high	D
149	DRAGONITE	Mountain	High	E
150	MEWTWO	Grass field	High	E
151	MEW	Woods	Very high	F
152	CHIKORITA	Grass field	Relatively low	B
153	BAYLEEF	Grass field	Relatively high	D
154	MEGANIUM	Grass field	High	E
155	CYNDAQUIL	Grass field	Relatively low	B
156	QUILAVA	Grass field	Relatively high	D
157	TYPHLOSION	Grass field	High	E
158	TOTODILE	Pond	Relatively low	B
159	CROCONAW	Pond	Relatively high	D
160	FERALIGATR	Mountain	High	E
161	SENTRET	Grass field	Low	A
162	FURRET	Grass field	Relatively low	B
163	HOOTHOOT	Woods	Low	A
164	NOCTOWL	Woods	Relatively low	B
165	LEDYBA	Grass field	Low	A
166	LEDIAN	Grass field	Relatively low	B
167	SPINARAK	Grass field	Low	A
168	ARIADOS	Grass field	Relatively low	B
169	CROBAT	Mountain	High	E
170	CHINCHOU	Sea	Relatively low	B
171	LANTURN	Sea	Normal	C
172	PICHU	Grass field	Relatively high	D
173	CLEFFA	Grass field	Relatively high	D
174	IGGLYBUFF	Grass field	Relatively high	D
175	TOGEPI	Grass field	Relatively high	D
176	TOGETIC	Grass field	High	E
177	NATU	Woods	Relatively low	B
178	XATU	Woods	Normal	C
179	MAREEP	Grass field	Relatively low	B
180	FLAAFFY	Grass field	Normal	C
181	AMPHAROS	Grass field	Relatively high	D
182	BELLOSSOM	Woods	Relatively high	D
183	MARILL	Pond	Relatively low	B
184	AZUMARILL	Pond	Normal	C
185	SUDOWOODO	Mountain	Normal	C
186	POLITOED	Pond	Relatively high	D
187	HOPPIP	Grass field	Relatively low	B
188	SKIPLOOM	Grass field	Normal	C
189	JUMPLUFF	Grass field	Relatively high	D
190	AIPOM	Woods	Normal	C
191	SUNKERN	Grass field	Relatively low	B
192	SUNFLORA	Grass field	Normal	C
193	YANMA	Grass field	Relatively high	D
194	WOOPER	Pond	Relatively low	B

A VERY OFTEN **B** SOMEWHAT OFTEN **C** NORMAL **D** NOT VERY OFTEN **E** OCCASIONALLY **F** HARDLY



NO.	POKÉMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
195	QUAGSIRE	Pond	Normal	C
196	ESPEON	Grass field	High	E
197	UMBREON	Grass field	High	E
198	MURKROW	Woods	Normal	C
199	SLOWKING	Pond	Relatively high	D
200	MISDREAVUS	Woods	Normal	C
201	UNOWN	Woods	Normal	C
202	WOBBUFFET	Grass field	Relatively high	D
203	GIRAFARIG	Grass field	Normal	C
204	PINECO	Woods	Relatively low	B
205	FORRETRESS	Woods	Normal	C
206	DUNSPARCE	Woods	High	E
207	GLIGAR	Mountain	Relatively low	B
208	STEELIX	Mountain	High	E
209	SNUBBULL	Grass field	Relatively low	B
210	GRANBULL	Grass field	Normal	C
211	QWILFISH	Sea	Relatively high	D
212	SCIZOR	Grass field	High	E
213	SHUCKLE	Sea	Relatively high	D
214	HERACROSS	Woods	Relatively high	D
215	SNEASEL	Mountain	Relatively low	B
216	TEDDIURSA	Woods	Relatively low	B
217	URSARING	Woods	Normal	C
218	SLUGMA	Mountain	Relatively low	B
219	MAGCARGO	Mountain	Normal	C
220	SWINUB	Mountain	Relatively low	B
221	PILOSWINE	Mountain	Normal	C
222	CORSOLA	Sea	Normal	C
223	REMORAID	Sea	Relatively low	B
224	OCTILLERY	Sea	Normal	C
225	DELIBIRD	Mountain	Normal	C
226	MANTINE	Sea	Normal	C
227	SKARMORY	Mountain	Normal	C
228	HOUNDOUR	Mountain	Relatively low	B
229	HOUNDOOM	Mountain	Normal	C
230	KINGDRA	Sea	Relatively high	D
231	PHANPY	Mountain	Relatively low	B
232	DONPHAN	Mountain	Normal	C
233	PORYGON2	Grass field	Relatively high	D
234	STANTLER	Grass field	Relatively low	B
235	SMEARGLE	Grass field	Relatively high	D
236	TYROGUE	Mountain	Relatively high	D
237	HITMONTOP	Mountain	Relatively high	D
238	SMOOCHUM	Grass field	Relatively high	D
239	ELEKID	Mountain	Relatively high	D
240	MAGBY	Mountain	Relatively high	D
241	MILTANK	Grass field	Normal	C
242	BLISSEY	Grass field	High	E
243	RAIKOU	Mountain	High	E
244	ENTEI	Mountain	High	E
245	SUICUNE	Mountain	High	E
246	LARVITAR	Mountain	Normal	C
247	PUPITAR	Mountain	Relatively high	D
248	TYRANITAR	Mountain	High	E
249	LUGIA	Mountain	High	E
250	HO-OH	Mountain	High	E
251	CELEBI	Woods	Very high	F
252	TREECKO	Woods	Relatively low	B
253	GROVYLE	Woods	Relatively high	D
254	SCEPTILE	Woods	High	E
255	TORCHIC	Grass field	Relatively low	B
256	COMBUSKEN	Grass field	Relatively high	D
257	BLAZIKEN	Grass field	High	E
258	MUDKIP	Pond	Relatively low	B
259	MARSHTOMP	Pond	Relatively high	D
260	SWAMPERT	Pond	High	E
261	POOCHYENA	Grass field	Low	A
262	MIGHTYENA	Grass field	Relatively low	B
263	ZIGZAGOON	Grass field	Low	A
264	LINOONE	Grass field	Relatively low	B
265	WURMPLE	Woods	Low	A
266	SILCOON	Woods	Relatively low	B
267	BEAUTIFLY	Woods	Normal	C
268	CASCOON	Woods	Relatively low	B
269	DUSTOX	Woods	Normal	C
270	LOTAD	Pond	Low	A
271	LOMBRE	Pond	Relatively low	B
272	LUDICOLO	Pond	Relatively high	D
273	SEEDOT	Woods	Low	A
274	NUZLEAF	Woods	Relatively low	B
275	SHIFTRY	Woods	Relatively high	D
276	TAILLOW	Grass field	Low	A
277	SWELLOW	Grass field	Relatively low	B
278	WINGULL	Sea	Low	A
279	PELIPPER	Sea	Relatively low	B
280	RALTS	Grass field	Relatively low	B
281	KIRLIA	Grass field	Normal	C
282	GARDEVOIR	Grass field	Relatively high	D
283	SURSKIT	Pond	Relatively low	B
284	MASQUERAIN	Pond	Normal	C
285	SHROOMISH	Woods	Relatively low	B
286	BRELOOM	Woods	Normal	C
287	SLAKOTH	Woods	Relatively low	B
288	VIGOROTH	Woods	Normal	C
289	SLAKING	Woods	Relatively high	D
290	NINCADA	Woods	Relatively low	B
291	NINJASK	Woods	Normal	C
292	SHEDINJA	Woods	Relatively high	D

A VERY OFTEN B SOMEWHAT OFTEN C NORMAL D NOT VERY OFTEN E OCCASIONALLY F HARDLY

NO.	POKéMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
293	WHISMUR	Mountain	Relatively low	B
294	LOUDRED	Mountain	Normal	C
295	EXPLOUD	Mountain	Relatively high	D
296	MAKUHITA	Mountain	Relatively low	B
297	HARIYAMA	Mountain	Normal	C
298	AZURILL	Pond	Relatively high	D
299	NOSEPASS	Mountain	Normal	C
300	SKITTY	Grass field	Relatively low	B
301	DELCATTY	Grass field	Normal	C
302	SABLEYE	Mountain	Normal	C
303	MAWILE	Mountain	Normal	C
304	ARON	Mountain	Relatively low	B
305	LAIRON	Mountain	Normal	C
306	AGGRON	Mountain	Relatively high	D
307	MEDITITE	Mountain	Relatively low	B
308	MEDICHAM	Mountain	Normal	C
309	ELECTRIKE	Grass field	Relatively low	B
310	MANECTRIC	Grass field	Normal	C
311	PLUSLE	Grass field	High	E
312	MINUN	Grass field	High	E
313	VOLBEAT	Mountain	Normal	C
314	ILLUMISE	Mountain	Normal	C
315	ROSELIA	Grass field	Normal	C
316	GULPIN	Woods	Relatively low	B
317	SWALOT	Woods	Normal	C
318	CARVANHA	Sea	Relatively low	B
319	SHARPEDO	Sea	Normal	C
320	WAILMER	Sea	Relatively low	B
321	WAILORD	Sea	Relatively high	D
322	NUMEL	Mountain	Relatively low	B
323	CAMERUPT	Mountain	Normal	C
324	TORKOAL	Mountain	Normal	C
325	SPOINK	Grass field	Relatively low	B
326	GRUMPIG	Grass field	Normal	C
327	SPINDA	Grass field	Relatively low	B
328	TRAPINCH	Mountain	Relatively low	B
329	VIBRAVA	Mountain	Normal	C
330	FLYGON	Mountain	Relatively high	D
331	CACNEA	Mountain	Relatively low	B
332	CACTURNE	Mountain	Normal	C
333	SWABLU	Grass field	Relatively low	B
334	ALTARIA	Grass field	Relatively high	D
335	ZANGOOSE	Grass field	Normal	C
336	SEVIPER	Woods	Normal	C
337	LUNATONE	Mountain	Normal	C
338	SOLROCK	Mountain	Normal	C
339	BARBOACH	Pond	Relatively low	B
340	WHISCASH	Pond	Normal	C
341	CORPHISH	Pond	Relatively low	B

NO.	POKéMON	LOCATION	POINTS	APPEARANCE (FREQUENCY)
342	CRAWDAUNT	Pond	Normal	C
343	BALTOY	Mountain	Relatively low	B
344	CLAYDOL	Mountain	Normal	C
345	LILEEP	Sea	Normal	C
346	CRADILY	Sea	Relatively high	D
347	ANORITH	Sea	Normal	C
348	ARMALDO	Sea	Relatively high	D
349	FEEBAS	Sea	Normal	C
350	MILOTIC	Sea	High	E
351	CASTFORM	Grass field	Relatively high	D
352	KECLEON	Woods	Normal	C
353	SHUPPET	Woods	Relatively low	B
354	BANETTE	Woods	Normal	C
355	DUSKULL	Woods	Relatively low	B
356	DUSCLOPS	Woods	Normal	C
357	TROPIUS	Woods	Normal	C
358	CHIMECHO	Mountain	Relatively high	D
359	ABSOL	Mountain	Relatively high	D
360	WYNAUT	Grass field	Relatively high	D
361	SNORUNT	Mountain	Relatively low	B
362	GLALIE	Mountain	Normal	C
363	SPHEAL	Sea	Relatively low	B
364	SEALEO	Sea	Normal	C
365	WALREIN	Sea	Relatively high	D
366	CLAMPERL	Sea	Relatively low	B
367	HUNTAIL	Sea	Relatively high	D
368	GOREBYSS	Sea	Relatively high	D
369	RELICANTH	Sea	Relatively high	D
370	LUVDISC	Sea	Relatively low	B
371	BAGON	Mountain	Relatively low	B
372	SHELGON	Mountain	Normal	C
373	SALAMENCE	Mountain	Relatively high	D
374	BELDUM	Mountain	Normal	C
375	METANG	Mountain	Relatively high	D
376	METAGROSS	Mountain	High	E
377	REGIROCK	Mountain	High	E
378	REGICE	Mountain	High	E
379	REGISTEEL	Mountain	High	E
380	LATIAS	Grass field	High	E
381	LATIOS	Grass field	High	E
382	KYOGRE	Sea	High	E
383	GROUDON	Mountain	High	E
384	RAYQUAZA	Grass field	High	E
385	JIRACHI	Mountain	Very high	F
386	DEOXYS	Mountain	Very high	F

A VERY OFTEN   B SOMEWHAT OFTEN   C NORMAL   D NOT VERY OFTEN   E OCCASIONALLY   F HARDLY

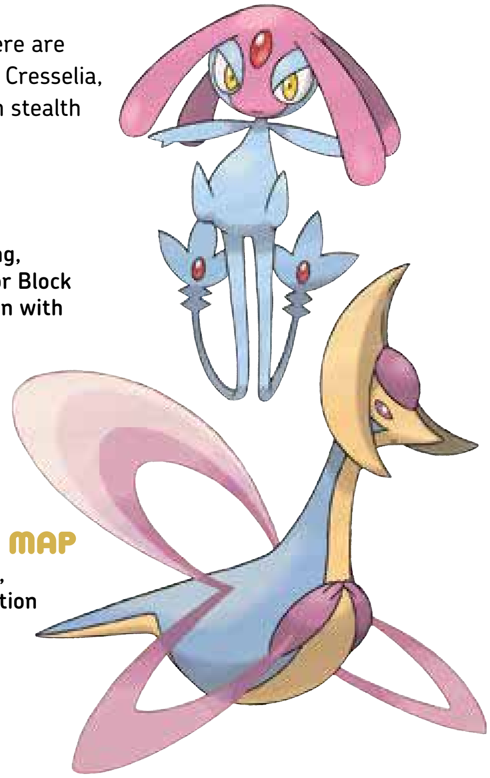


CHAPTER 19

CAPTURE WANDERING POKÉMON

Track down the migrating Pokémon that move from place to place.

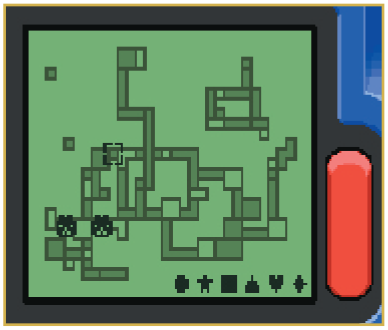
WHILE MANY POKÉMON are content to make their home in one or two places, there are two who keep switching the route where they're located. These are Mesprit and Cresselia, and you'll have to keep an eye on them with the Marking Map. You must approach with stealth and caution—if you use HM Fly to arrive there, you'll just scare them away.





RUNAWAYS

To prevent them from fleeing, use moves like Mean Look or Block right away or use a Pokémon with the Ability Shadow Tag.



USE THE MARKING MAP

They'll keep moving around, but use the Pokétch application Marking Map to keep track of their whereabouts.



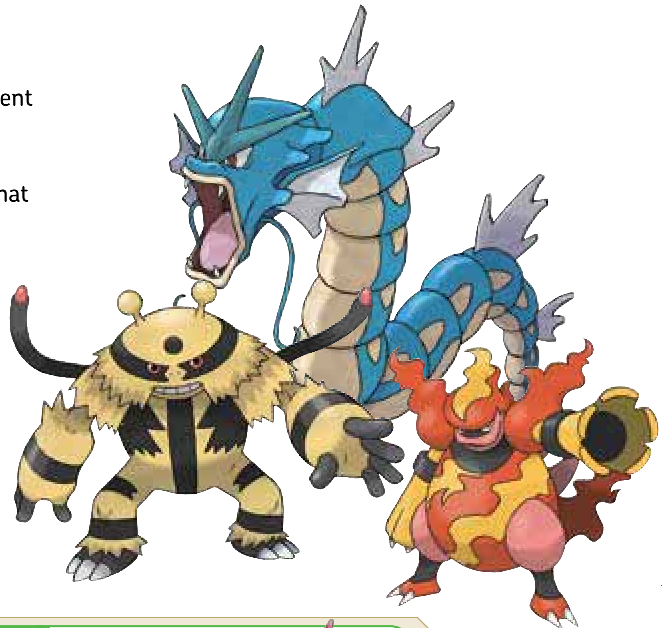
ALL ABOUT MESPRIT AND CRESSELIA

1. MESPRIT BEGINS MIGRATING AROUND SINNOH AFTER YOU ENCOUNTER IT AT LAKE VERITY.
2. CRESSELIA BEGINS MIGRATING AROUND SINNOH AFTER YOU ENCOUNTER IT ON FULLMOON ISLAND.
3. BOTH POKÉMON WILL APPEAR ON YOUR MARKING MAP WHEN THEY MIGRATE.
4. BOTH POKÉMON APPEAR IN GRASS FIELDS AND ON WATER SURFACES, BUT NOT IN CAVES.
5. IF YOU USE HM FLY TO GO NEAR THEM, THEY'LL FLY SOMEWHERE ELSE.
6. IF YOU GO TO ANOTHER TOWN OR ROUTE, THEY WILL MOVE AS WELL.
7. SOMETIMES THEY MIGHT SUDDENLY GO ON A LONGER FLIGHT.
8. THEY WILL FLEE AS SOON AS THEY SEE YOU.

MAXIMIZE YOUR TYPES

Bring out the very best in your Pokémon.

THERE ARE OVER 480 POKÉMON, and they are divided into 17 different types. Though all will be loyal friends and companions, there are a few of each type that really stand out in battle. Here you will see the strongest of each type, with some powerful moves and killer strategies that will serve as a stepping stone to your very own style.



RECOMMENDED STRATEGIES

NORMAL

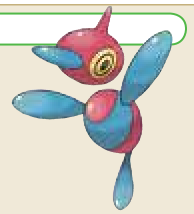
PHYSICAL

Equip Slaking with Choice Band to pump up its move Giga Impact even more than the standard power of 150.



SPECIAL

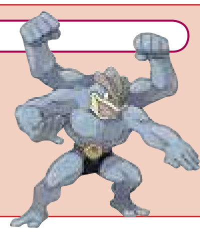
Porygon-Z's Ability, Adaptability, will raise the power of moves that are the same type as the opponent. A great move to use is Hyper Beam.



FIGHTING

PHYSICAL

When Machamp's Ability No Guard is combined with the move DynamicPunch, the accuracy shoots up from 50% to 100%.



SPECIAL

Use Calm Mind to raise Lucario's Special Attack and Special Defense, and then strike with Aura Sphere for a powerful hit.



POISON

PHYSICAL

Cross Poison is a great move, but you can increase its damage by equipping Drapion with Scope Lens, which will up the chance for critical hits.



SPECIAL

Take out opponents for sure with the moves Destiny Bond and Explosion, though they also cause Weezing to faint in the backlash.



GROUND

PHYSICAL

Rhyperior's Earthquake has the power of 100, and you can even use it in Double Battles if you use Protect on your allied Pokémon to keep them from getting hurt.



SPECIAL

Earth Power is a good, powerful move, but it can be even more effective if Camerupt is holding an Earth Plate.





FLYING

PHYSICAL

Staraptor's move Brave Bird has a wicked back-lash, but it's still one of this Pokémon's best weapons, with a power of 120.



SPECIAL

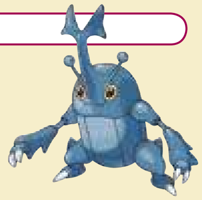
Raise its Special Attack with Nasty Plot, and then have Togekiss use Air Slash to have the Poké-mon flinch in addition to being damaged.



BUG

PHYSICAL

Let Endure bring it down to 1 HP, then use Reversal on the opponent, which causes more damage the fewer HP Heracross has.



SPECIAL

Increase Yanmega's Special Attack with Choice Specs, and then hit the opponent with the 90 power move Bug Buzz.



ROCK

PHYSICAL

Raise Tyranitar's Attack and Defense with Curse, then let loose with the 100 power move Stone Edge.



SPECIAL

Just let loose with the Rock-type move Ancient-Power and if you're lucky, an additional effect will occur that raises Omastar's stats.



GHOST

PHYSICAL

When Dusknoir uses Imprison on its op-ponents, they will forget the moves that they know during the battle.



SPECIAL

Gengar can put its op-ponents to sleep using Hyp-nosis and then catch them unaware with the powerful move Dream Eater.



STEEL

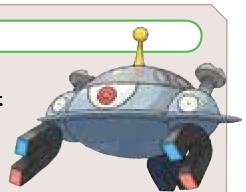
PHYSICAL

Metagross is vulnerable to Ground-type moves, but that can be solved by using the move Magnet Rise to protect it.



SPECIAL

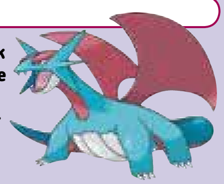
Have Magnezone raise the accuracy of its Mirror Shot from 85% to 100% by using Lock-On first.



DRAGON

PHYSICAL

Raise Salamence's Attack and Speed with the move Dragon Dance, then hit hard with the 100 power Dragon Rush.



SPECIAL

Bond with it well and raise your Friendship to teach it the move Meteor Rain, which will be even more powerful with Dragonite's high Special Attack.



DARK

PHYSICAL

If you use Weavile's Fling to throw an Iron Ball at the opponent, it will cause heavy damage.



SPECIAL

Honchkrow's Ability Super Luck raises the chance of critical hits, which really helps when its Special Attack is raised by the move Nasty Plot.





FIRE

PHYSICAL

When Arcanine is hit by Fire-type moves, its Ability Flash Fire will raise its Fire-type move power by 1.5x.



SPECIAL

Raise Magmortar's Fire-type move power with Sunny Day and then let loose with the 140 power move Overheat.



WATER

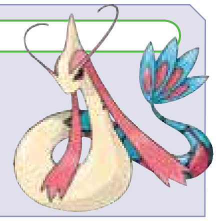
PHYSICAL

Raise Gyarados' Attack and Speed with Dragon Dance, and then use the powerful move Aqua Tail for extra damage.



SPECIAL

Milotic can really go the distance if you restore its HP every turn by combining the moves Aqua Ring and Leftovers.



ELECTRIC

PHYSICAL

Make the most of Electivire's move Motor Drive since it will both raise its Speed and render Electric-type moves ineffective on it.



SPECIAL

Combine the move Charge with the 120 power move Thunder to hit your opponent with 2x the damage.



GRASS

PHYSICAL

Tangrowth can power up by making the sun come out with the move Sunny Day, which then works well with its Ability Chlorophyll to double its Speed.



SPECIAL

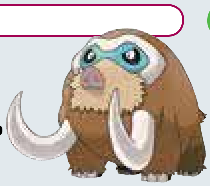
Using Sunny Day and then SolarBeam is a great combo—but also try Petal Dance while holding a Persim Berry.



ICE

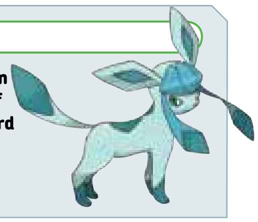
PHYSICAL

Its Ability Snow Cloak will prevent Mamoswine from being harmed by hail, which is essential if you use Hail to hurt your opponent.



SPECIAL

If Glaceon is given the item Wide Lens, the accuracy of its 120 power move Blizzard will go way up.



PSYCHC

PHYSICAL

Raise Gallade's Attack and Defense with the move Bulk Up and then hit the opponent with Psycho Cut for a high chance of critical hits.



SPECIAL

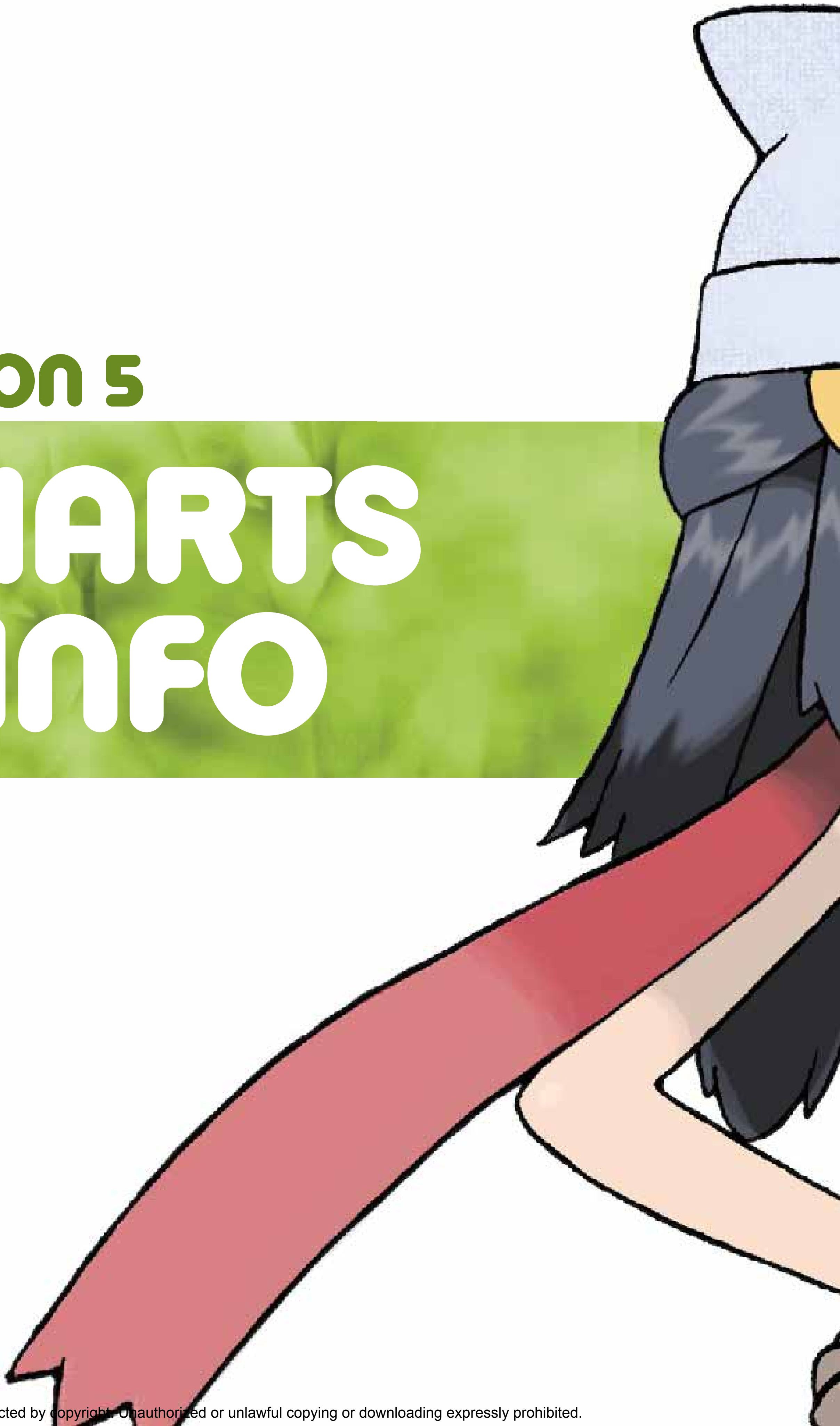
When you raise Alakazam's Special Attack and Special Defense with Calm Mind, its 90 power move Psychic will be even more devastating.

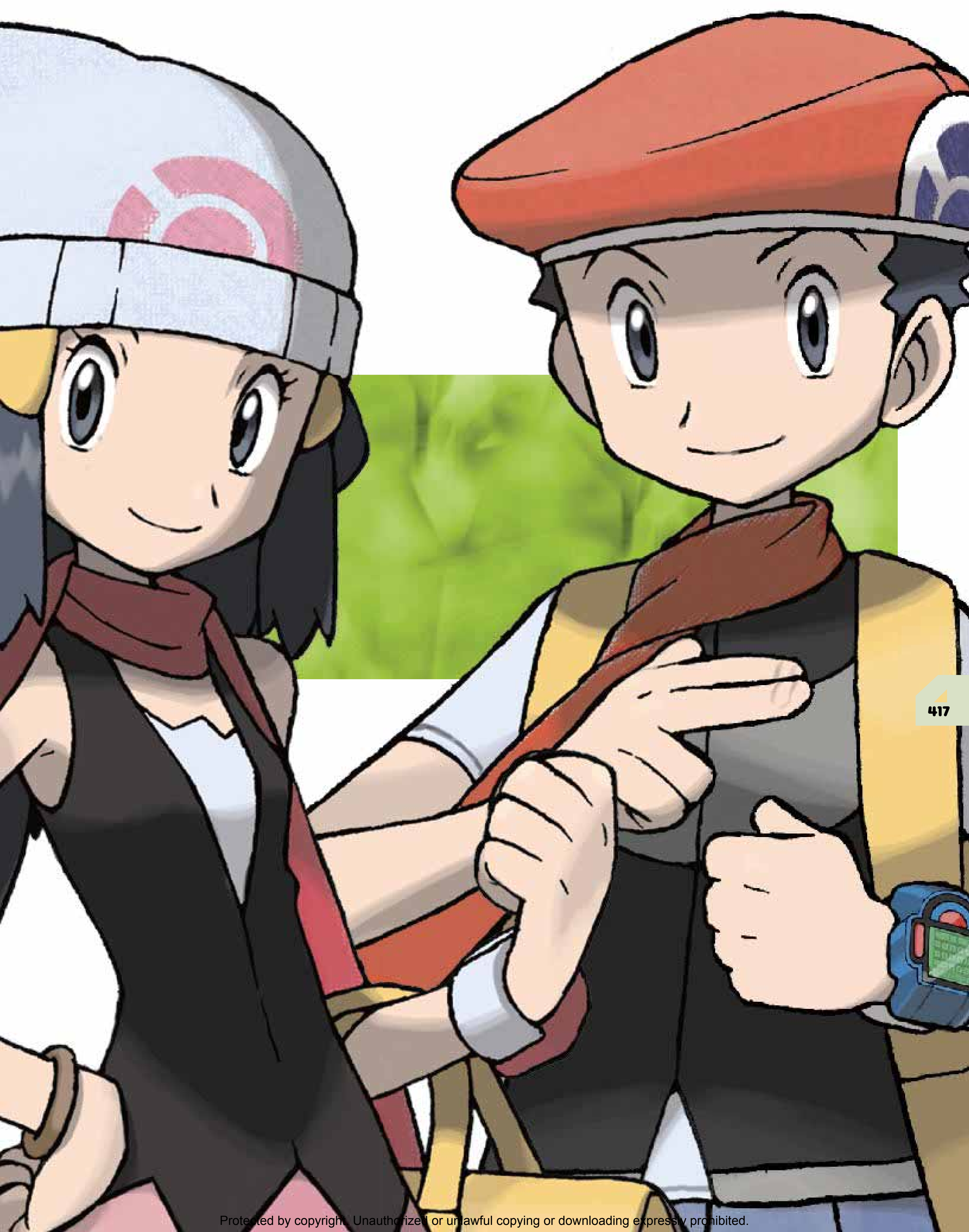




SECTION 5

CHARTS & INFO







BATTLE MOVES

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Absorb	Grass	Special	20	100	25	Normal		Restores your HP by half of the damage inflicted on your opponent.
Acid	Poison	Special	40	100	30	Enemy 2		Lowers your opponent's Special Defense by 1 with a 10% probability. (*2-P424)
Acid Armor	Poison	Status			40	Self		Raises your Defense by 2.
Acupressure	Normal	Status			30	Ally 1		Randomly raises one of your Stats by 2.
Aerial Ace	Flying	Physical	60		20	Normal	○	Makes your attack land without fail.
Aeroblast	Flying	Special	100	95	5	Normal		Makes it easier to produce a critical hit.
Agility	Psychic	Status			30	Self		Raises your Speed by 2
Air Cutter	Flying	Special	55	95	25	Enemy 2		Makes it easier to produce a critical hit. (*2-P424)
Air Slash	Flying	Special	75	95	20	Normal		Makes your opponent Flinch with a 30% probability (Disables the opponent's move during that turn).
Amnesia	Psychic	Status			20	Self		Raises your Special Defense by 2.
AncientPower	Rock	Special	60	100	5	Normal		Raises your Attack, Defense, Speed, Special Attack, Special Defense by 1 with a 10% probability.
Aqua Jet	Water	Physical	40	100	20	Normal	○	Attack hits first without fail (if used by both, it works for one with higher Speed).
Aqua Ring	Water	Status			20	Self		Recovers your HP gradually each turn.
Aqua Tail	Water	Physical	90	90	10	Normal	○	Normal Attack.
Arm Thrust	Fighting	Physical	15	100	20	Normal	○	Lets you attack 2-5 consecutive times in one turn.
Aromatherapy	Grass	Status			5	All Allies		Cures status conditions of all allies.
Assist	Normal	Status		100	20	DoM		Randomly use moves of your party Pokémon.
Assurance	Dark	Physical	50	100	10	Normal	○	Doubles the move's strength if your opponent is already damaged in that turn.
Astonish	Ghost	Physical	30	100	15	Normal	○	Makes your opponent Flinch with a 30% probability (Disables the opponent's move during that turn).
Attack Order	Bug	Physical	90	100	15	Normal		Makes it easier to produce a critical hit.
Attract	Normal	Status		100	15	Normal		Makes your opponent unable to attack opposite gender. Not effective on the same gender opponent.
Aura Sphere	Fighting	Special	90		20	Normal		Makes your attack land without fail.
Aurora Beam	Ice	Special	65	100	20	Normal		Lowers your opponent's Attack by 1 with a 10% probability.
Avalanche	Ice	Physical	60	100	10	Normal	○	Doubles the strength of the move if your Pokémon received damage in the same turn.
Barrage	Normal	Physical	15	85	20	Normal		Lets you attack 2-5 consecutive times in one turn.
Barrier	Psychic	Status			30	Self		Raises your Defense by 2.
Baton Pass	Normal	Status			40	Self		When changes out to another ally, the new Pokémon inherits all the stat changes cast over your retiring Pokémon.
Beat Up	Dark	Physical	10	100	10	Normal		Allows you to have the numbers of attacks equals to the numbers of your party Pokémon. (Excluding the ones that fainted or affected by status conditions.
Belly Drum	Normal	Status			10	Self		Decreases your HP to half of your max HPs but instead maxes out your Attack.
Bide	Normal	Physical			10	Self	○	Doubles the damage inflicted during the 2 turns after using the move and return it back to your opponent.
Bind	Normal	Physical	15	75	20	Normal	○	Keeps inflicting damage on your opponent for 2-5 turns during which the opponent can't flee.
Bite	Dark	Physical	60	100	25	Normal	○	Makes your opponent Flinch with a 30% probability. (Disables the opponent's move during that turn).
Blast Burn	Fire	Special	150	90	5	Normal		Prevents you from taking any action on your next turn. If the opponent is Frozen, it melts the ice.
Blaze Kick	Fire	Physical	85	90	10	Normal	○	Inflicts Burn condition on an opponent with a 10% probability. If your opponent's Frozen, it'll melt the ice. Likely to make a critical hit.
Blizzard	Ice	Special	120	70	5	Enemy 2		Inflicts Freeze condition on an opponent with a 10% probability. (*2-P424)
Block	Normal	Status		100	5	Normal		Prevents your opponent from fleeing. Trainers can't switch Pokémon.
Body Slam	Normal	Physical	85	100	15	Normal	○	Inflicts Paralyze condition on an opponent with a 30% probability.
Bone Club	Ground	Physical	65	85	20	Normal		Makes your opponent Flinch with a 10% probability. (Disables the opponent's move during that turn)
Bone Rush	Ground	Physical	25	80	10	Normal		Lets you attack 2-5 consecutive times in one turn.
Bonemerang	Ground	Physical	50	90	10	Normal		Lets you attack 2 consecutive times in one turn.
Bounce	Flying	Physical	85	85	5	Normal	○	Bounces into the air on the 1st turn and attack on the 2nd turn. Inflicts Paralyze condition on an opponent with a 30% probability.
Brave Bird	Flying	Physical	120	100	15	Normal	○	Receive 1/3 of the damage inflicted on your opponent.
Brick Break	Fighting	Physical	75	100	15	Normal	○	Makes you immune to the move Reflect. Destroys Reflect and Light Screen.
Brine	Water	Special	65	100	10	Normal		Doubles the power if the opponent's HP is less than half of its max point.
Bubble	Water	Special	20	100	30	Enemy 2		Lowers your opponent's Speed with a 10% probability. (*2 -P424)
BubbleBeam	Water	Special	65	100	20	Normal		Lowers your opponent's Speed by 1 with a 10% probability.
Bug Bite	Bug	Physical	60	100	20	Normal	○	If your opponent has berries effective in battles, takes that berry and applies it to you.
Bug Buzz	Bug	Special	90	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
Bulk Up	Fighting	Status			20	Self		Raises your Attack and Defense by 1.
Bullet Seed	Grass	Physical	10	100	30	Normal		Lets you attack 2-5 consecutive times in one turn.
Calm Mind	Psychic	Status			20	Self		Raises your Special Attack and Special Defense by 1.
Camouflage	Normal	Status			20	Self		Changes your Pokémon type according to the battlefield terrain. (*26-P425)
Captivate	Normal	Status		100	20	Enemy 2		Lowers your opposite-gender opponent's Special Attack by 2. Has no effect on the same gender opponent.
Charge	Electric	Status			20	Self		Doubles the power of your next Electric-type move. Raise your Special Defense by 1.
Charge Beam	Electric	Special	50	90	10	Normal		Raises your Special Attack by 1 with a 70% probability.
Charm	Normal	Status		100	20	Normal		Lowers your opponent's Attack by 2.
Chatter	Flying	Special	60	100	20	Normal		Confuses your opponent with a probability that corresponds to the volume of the recorded sound. (Chatot only)
Clamp	Water	Physical	35	75	10	Normal	○	Keeps inflicting damage on your opponent for 2-5 turns during which the opponent can't flee.
Close Combat	Fighting	Physical	120	100	5	Normal	○	Lowers your Defense and Special Defense by 1.
Comet Punch	Steel	Physical	100	85	10	Normal	○	Raises your Attack by 1 with a 20% probability.
Confuse Ray	Ghost	Status		100	10	Normal		Makes your opponent confused.
Confusion	Psychic	Special	50	100	25	Normal		Inflicts Confuse condition on an opponent with a 10% probability.
Constrict	Normal	Physical	10	100	35	Normal	○	Lowers your opponent's Speed by 1 with a 10% probability.
Conversion	Normal	Status			30	Self		Converts your type to one of your move types.
Conversion 2	Normal	Status			30	Self		Converts your type to the one that's immune to the opponent's move.
Copycat	Normal	Status			20	DoM		Attacks with a previously used move.
Cosmic Power	Psychic	Status			20	Self		Raises your Defense and Special Defense by 1.
Cotton Spore	Grass	Status		85	40	Normal		Lowers the opponent's Speed by 2.
Counter	Fighting	Physical		100	20	Self	○	Makes you attack second but inflicts twice as much damage as the opponent's Physical Attack.
Covet	Normal	Physical	40	100	40	Normal	○	Allows you to steal your opponent's items when you don't have any.
Crab Hammer	Water	Physical	90	85	10	Normal	○	Makes it easier to produce a critical hit.
Cross Chop	Fighting	Physical	100	80	5	Normal	○	Makes it easier to produce a critical hit.
Cross Poison	Poison	Physical	70	100	20	Normal	○	Makes it easier to produce a critical hit. Inflicts the Poison condition with a 10% probability.
Crunch	Dark	Physical	80	100	15	Normal	○	Lowers your opponent's Defense by 1 with a 20% probability.

DA......Direct Attack
DoM......Depends on Move

BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Crush Claw	Normal	Physical	75	95	10	Normal	○	Lowers the opponent's Defense by 1 with a 50% probability.
Crush Grip	Normal	Physical		100	5	Normal	○	The more HP the opponent has left, the more powerful your move. (Max 120)
Curse	???	Status			10	Norm/Self		Lowers your Speed by 1, raises your Attack and Defense by 1. (*22-P425)
Cut	Normal	Physical	50	95	30	Normal	○	Normal Attack.
Dark Pulse	Dark	Special	80	100	15	Normal		Makes your opponent Flinch with a 20% probability. (Disable your opponent's moves during that turn).
Defend Order	Bug	Status			10	Self		Raises your Defense and Special Defense by 1.
Defense Curl	Normal	Status			40	Self		Raises your Defense by 1.
Defog	Flying	Status			15	Normal		Lowers your opponent's Evasiveness by 1. (*8-P424)
Destiny Bond	Ghost	Status			5	Self		If your opponent makes you faint after using this move, your opponent faints, too.
Detect	Fighting	Status			5	Self		Defends against your opponent's current attack. Success ratio is lowered if used consecutively.
Dig	Ground	Physical	80	100	10	Normal	○	Goes underground on the 1st turn, attacks on the 2nd turn.
Disable	Normal	Status		80	20	Normal		Prevents your opponent from using the last used move for several turns.
Discharge	Electric	Special	80	100	15	Enemy 2 / Ally 1		Inflicts Paralyze condition on an opponent with a 30% probability. (*2-P424)
Dive	Water	Physical	80	100	10	Normal	○	Dives into the water on the 1st turn and attack on the 2nd turn.
Dizzy Punch	Normal	Physical	70	100	10	Normal	○	Inflicts Confuse condition on an opponent with a 20% probability.
Doom Desire	Steel	Special	120	85	5	Normal		Attacks after 2 turns. Causes damage regardless of the opponent's type.
Double-Edge	Normal	Physical	120	100	15	Normal	○	Receives 1/3 of the damage inflicted on your opponent.
Double Hit	Normal	Physical	35	90	10	Normal	○	Lets you attack 2 consecutive times in one turn.
Double Kick	Fighting	Physical	30	100	30	Normal	○	Lets you attack 2 consecutive times in one turn.
Double Team	Normal	Status			15	Self		Raises your Evasiveness by 1.
DoubleSlap	Normal	Physical	15	85	10	Normal	○	Lets you attack 2-5 times consecutively in 1 turn.
Draco Meteor	Dragon	Special	140	90	5	Normal		Lowers your Special Attack by 2.
Dragon Claw	Dragon	Physical	80	100	15	Normal	○	Normal Attack.
Dragon Dance	Dragon	Status			20	Self		Raises your Attack and Speed by 1.
Dragon Pulse	Dragon	Special	90	100	10	Normal		Normal Attack.
Dragon Rage	Dragon	Special		100	10	Normal		Cause fixed damage of 40.
Dragon Rush	Dragon	Physical	100	75	10	Normal	○	Makes your opponent Flinch with a 20% probability. (Disables the opponent's move during that turn.)
DragonBreath	Dragon	Special	60	100	20	Normal		Inflicts Paralyze condition on an opponent with a 30% probability.
Drain Punch	Fighting	Physical	60	100	5	Normal	○	Restores your HP for up to 1/2 of damage inflicted on the opponent.
Dream Eater	Psychic	Special	100	100	15	Normal		Recovers your HP for 1/2 of the damage inflicted on your opponent. Effective only when the opponent's Sleeping.
Drill Peck	Flying	Physical	80	100	20	Normal	○	Normal Attack.
DynamicPunch	Fighting	Physical	100	50	5	Normal	○	Inflicts Confuse condition on an opponent with a 100% probability.
Earth Power	Ground	Special	90	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
Earthquake	Ground	Physical	100	100	10	Enemy 2 / Ally 1		Normal Attack. (*11-P424)
Egg Bomb	Normal	Physical	100	75	10	Normal		Normal Attack.
Embargo	Dark	Status		100	15	Normal		Prevents your opponent from using items for 5 turns. Its Trainer can't use items on that Pokémon, either.
Ember	Fire	Special	40	100	25	Normal		Inflicts Burn condition on an opponent with a 10% probability. If your opponent's Frozen, it'll melt the ice.
Encore	Normal	Status		100	5	Normal		Makes your opponent repeat the last used move for 2-6 turns.
Endeavor	Normal	Physical		100	5	Normal	○	Inflicts damage equal to your foes HP minus your HP.
Endure	Normal	Status			10	Self		Lets you survive with 1 HP regardless of the attack. The success rate decreases with repeated use.
Energy Ball	Grass	Special	80	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
Eruption	Fire	Special	150	100	5	Enemy 2		Inflicts less damage if your HP is weaker. If the opponent is Frozen, it melts the ice. (*3-P424)
Explosion	Normal	Physical	250	100	5	Enemy 2 / Ally 1		After using this move, you will faint. (*12-P424)
Extrasensory	Psychic	Special	80	100	30	Normal		Makes your opponent Flinch with a 10% probability. (Disables the opponent's move during that turn).
ExtremeSpeed	Normal	Physical	80	100	5	Normal	○	Attack hits first without fail. (If used by both, it works for one with higher Speed.)
Façade	Normal	Physical	70	100	20	Normal	○	Doubles the power if used when you're inflicted with Poison, Paralyze, or Burn.
Faint Attack	Normal	Physical	50	100	10	Normal		Makes your attack land without fail.
Fake Out	Dark	Physical	60		20	Normal	○	You attack first. Makes your opponent Flinch with a 100% probability. Succeed only in your first turn.
Fake Tears	Normal	Physical	40	100	10	Normal	○	Lowers your opponent's Special Defense by 2.
False Swipe	Dark	Status		100	20	Normal		Always leaves your opponent with 1 HP even after causing him huge damage that would make him faint.
FeatherDance	Normal	Physical	40	100	40	Normal	○	Lowers your opponent's Attack by 2.
Feint	Flying	Status		100	15	Normal		Attacks only on opponent who's using Protect and Detect and disables each move.
Fire Blast	Fire	Special	120	85	5	Normal		Inflicts the Burn condition on an opponent with a 10% probability. If your opponent is Frozen, it melts the ice.
Fire Fang	Fire	Physical	65	95	15	Normal	○	Inflicts Burn condition on an opponent or Flinch with a 10% probability. If your opponent's Frozen, it melts the ice.
Fire Punch	Fire	Physical	75	100	15	Normal	○	Inflicts Burn condition on an opponent with a 10% probability. If your opponent's Frozen, it melts the ice.
Fire Spin	Fire	Special	15	70	15	Normal		Causes damage to your opponent and makes him unable to flee for 2-5 turns. It melts the ice when your opponent is Frozen.
Fissure	Ground	Physical		30	5	Normal		Makes your opponent faint with just one hit. (*14-P424)
Flail	Normal	Physical		100	15	Normal	○	The lower your HP is, the more damage this move will do to your opponent.
Flame Wheel	Fire	Physical	60	100	25	Normal	○	Inflicts Burn condition on an opponent with a 10% probability. (*5 -P424)
Flamethrower	Fire	Special	95	100	15	Normal		Inflicts Burn condition on an opponent with a 10% probability. If your opponent's Frozen, it'll melt the ice.
Flare Blitz	Fire	Physical	120	100	15	Normal	○	Receive 1/3 of the damage inflicted on your opponent. Inflicts Burn condition on an opponent with a 10% probability. (*5)
Flash	Normal	Status		100	20	Normal		Lowers your opponent's Accuracy by 1.
Flash Cannon	Steel	Special	80	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability. (*2-P424)
Flatter	Dark	Status		100	15	Normal		Inflicts the Confuse condition on an opponent, but also raises its Special Attack by 1.
Fling	Dark	Physical		100	10	Normal		Attack by throwing your items at your opponent. Effectiveness depends on an item you use.
Fly	Flying	Physical	90	95	15	Normal	○	Flies up in the air on the 1st turn and Attack on the 2nd turn.
Focus Blast	Fighting	Special	120	70	5	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
Focus Energy	Normal	Status			30	Self		Makes it easier for your next move to produce a critical hit.
Focus Punch	Fighting	Physical	150	100	20	Normal	○	Makes you attack second. When you take damage from your opponent by your next attack, you will Flinch and can't attack.
Follow Me	Normal	Status			20	Self		Makes your attack first and receive all of your opponent's attacks.
Force Palm	Fighting	Physical	60	100	10	Normal	○	Inflicts Paralyze condition on an opponent with a 30% probability.
Foresight	Normal	Status			40	Normal		Makes your attack a hit regardless of your opponent's Evasiveness. Makes your Normal- and Fighting-type moves land on Ghost-type Pokémon.
Frenzy Plant	Grass	Special	150	90	5	Normal		Prevents you from taking any action on your next turn.
Frustration	Normal	Physical		100	20	Normal	○	The less the user Pokémon likes you, the stronger the attack.





BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Fury Attack	Normal	Physical	15	85	20	Normal	○	Attacks 2-5 consecutive times in one turn.
Fury Cutter	Bug	Physical	10	95	20	Normal	○	Doubles the strength of the move with every hit. (Up to 5 times.) Once missed, the strength will return to normal.
Future Sight	Psychic	Special	80	90	15	Normal		Attacks the opponent after 2 turns. Causes damage regardless of the opponent's type.
Gastro Acid	Poison	Status		100	10	Normal		Nullifies the opponent's Ability.
Giga Drain	Grass	Special	60	100	10	Normal		Recovers your HPs by half the damage this move inflicts on your opponent.
Giga Impact	Normal	Physical	150	90	5	Normal	○	Prevents you from taking any action in the next turn after using this move.
Glare	Normal	Status		75	30	Normal		Inflicts Paralyze condition on your opponent.
Grass Knot	Grass	Special		100	20	Normal	○	The heavier your opponent is, the stronger this move is.
GrassWhistle	Grass	Status		55	15	Normal		Inflicts the Sleep condition on an opponent.
Gravity	Psychic	Status			5	All		Raises Accuracy of all battling Pokémon for 5 turns. (*13-P424)
Growl	Normal	Status		100	40	Enemy 2		Lowers your opponent's Attack by 1.
Growth	Normal	Status			40	Self		Raises your Special Attack by 1.
Grudge	Ghost	Status			5	Self		Nullifies the PP of your opponent's move that made you faint.
Guard Swap	Psychic	Status			10	Normal		Swaps your stats change in Defense and Special Defense with your opponent's.
Guillotine	Normal	Physical		30	5	Normal	○	Makes your opponent faint with just one hit. (*16 - P424)
Gunk Shot	Poison	Physical	120	70	5	Normal		Inflicts the Poison condition with a 30% probability.
Gust	Flying	Special	40	100	35	Normal		Normal Attack. (*6-P424)
Gyro Ball	Steel	Physical		100	5	Normal	○	The lower your Speed is, the stronger this attack gets. (Up to 1502)
Hail	Ice	Status			10	All		Summons a hail storm that lasts for 5 turns. In each turn, causes damage to all opponents that are not Ice-type.
Hammer Arm	Fighting	Physical	100	90	10	Normal	○	Raises your Speed by 1.
Harden	Normal	Status			30	Self		Raises your Defense by 1.
Haze	Ice	Status			30	All		Restores the stats change between you and you opponent.
Head Smash	Rock	Physical	150	80	5	Normal	○	Receives 1/2 of damage you inflicted on your opponent.
Headbutt	Normal	Physical	70	100	15	Normal	○	Makes your opponent Flinch with a 30% probability. (Disables the opponent's move during that turn.)
Heal Bell	Normal	Status			5	All Allies		Cures status conditions of all allies.
Heal Block	Psychic	Status		100	15	Enemy 2		Prevents your opponent from healing by using its moves for 5 turns.
Heal Order	Bug	Status			10	Self		Restores your HP by 1/2 of the max points.
Healing Wish	Psychic	Status			10	Self		Makes you faint but completely heals HPs and cures status conditions of your next entering ally.
Heart Swap	Psychic	Status			10	Normal		You and your opponent swap all the stats changes.
Heat Wave	Fire	Special	100	90	10	Enemy 2		Inflicts Burn condition on an opponent with a 10% probability. If your opponent's Frozen, it'll melt the ice.
Helping Hand	Normal	Status			20	Ally 1		Multiplies your ally's move strength by 1.5.
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○	If missed, receive 1/2 of damage if would have caused the opponent.
Hidden Power	Normal	Special		100	15	Normal		Changes type and power based on the user Pokémon.
Horn Attack	Normal	Physical	65	100	25	Normal	○	Normal Attack.
Horn Drill	Normal	Physical		30	5	Normal	○	Knocks out your opponent in one hit.
Howl	Normal	Status			40	Self		Raises your Attack by 1.
Hydro Cannon	Water	Special	150	90	5	Normal		Prevents you from taking any action on your next turn.
Hydro Pump	Water	Special	120	80	5	Normal		Normal Attack.
Hyper Beam	Normal	Special	150	90	5	Normal		Prevents you from making any action on your next turn after using this move.
Hyper Fang	Normal	Physical	80	90	15	Normal	○	Makes your opponent Flinch with a 10% probability. (Disable opponent's moves during that turn.)
Hyper Voice	Normal	Special	90	100	10	Enemy 2		Normal Attack. (*2-P424)
Hypnosis	Psychic	Status		70	20	Normal		Inflicts the Sleep condition on an opponent.
Ice Ball	Ice	Physical	30	90	20	Normal	○	Allows consecutive attacks for up to five turns, until you miss. Damage increases with each hit. (*1-P424)
Ice Beam	Ice	Special	95	100	10	Normal		Inflicts the Freeze condition on an opponent with a 10% probability.
Ice Fang	Ice	Physical	65	95	15	Normal	○	Inflicts the Freeze condition on an opponent or Flinch with a 10% probability.
Ice Punch	Ice	Physical	75	100	15	Normal	○	Inflicts the Freeze condition on an opponent with a 10% probability.
Ice Shard	Ice	Physical	40	100	30	Normal		Attack hits first without fail. (If used by both, it works for one with higher Speed.)
Icicle Spear	Ice	Physical	10	100	30	Normal		Lets you attack 2-5 consecutive times in one turn.
Icy Wind	Ice	Special	55	95	15	Enemy 2		Lowers your opponent's Speed by 1 with a 100% probability. (*2-P424)
Imprison	Psychic	Status			10	Self		Prevents your opponent from using learned moves.
Ingrain	Grass	Status			20	Self		Restores your HP gradually each turn, The user of the move can't switch out. (*20-P425)
Iron Defense	Steel	Status			15	Self		Raises your Defense by 2.
Iron Head	Water	Physical	40	100	20	Normal	○	Attack hits first without fail. (If used by both, it works for one with higher Speed.)
Iron Tail	Steel	Physical	100	75	15	Normal	○	Lowers opponent's Defense by 1 with a 30% probability.
Jump Kick	Fighting	Physical	85	95	25	Normal	○	If missed, receive 1/2 of damage if would have caused the opponent.
Karate Chop	Fighting	Physical	50	100	25	Normal	○	Makes it easier to produce a critical hit.
Kinesis	Psychic	Status		80	15	Normal		Lowers your opponent's Accuracy by 1.
Knock Off	Dark	Physical	20	100	20	Normal	○	Takes opponents held items during the battle. The items return after the battle.
Last Resort	Normal	Physical	130	100	5	Normal	○	Won't succeed unless you've used each of your other moves once.
Lava Plume	Fire	Special	80	100	15	Enemy 2 / Ally 1		Inflicts Burn condition on an opponent with a 30% probability. If the opponent is Frozen, it melts the ice. (*3-424)
Leaf Blade	Grass	Physical	90	100	15	Normal	○	Makes it easier to produce a critical hit.
Leaf Storm	Grass	Special	140	90	5	Normal		Lowers your Special Attack by 2.
Leech Life	Bug	Physical	20	100	15	Normal	○	Recovers your HPs by a half of the damage this move inflicts on your opponent.
Leech Seed	Grass	Status		90	10	Normal		Recovers your HPs every turn for the amount of your opponent's HPs you absorbed. Effect continues even after
Leer	Normal	Status		100	30	Enemy 2		Lowers your opponent's Defense by 1.
Lick	Ghost	Physical	20	100	30	Normal	○	Inflicts the Paralyze condition on an opponent with a 30% probability.
Light Screen	Psychic	Status			30	Ally 2		Decreases the damage of your opponent's Special Attack by half for 5 turns. (*23-P425)
Lock-On	Normal	Status			5	Normal		Makes your attack in the next turn land without fail.
Lovely Kiss	Normal	Status		75	10	Normal		Inflicts the Sleep condition on an opponent.
Low Kick	Fighting	Physical		100	20	Normal	○	The heavier your opponent is, the stronger this move is.
Lucky Chant	Normal	Status			30	Ally 2		Prevents your opponent from producing critical hits for 5 turns.
Lunar Dance	Psychic	Status			10	Self		Makes you faint but but completely heals PP and cures status conditions of your next entering ally.
Luster Purge	Psychic	Special	70	100	5	Normal		Lowers your opponent's Special Defense by 1 with a 50% probability.
Mach Punch	Fighting	Physical	40	100	30	Normal	○	Lets you strike first without fail. (If used by both, it works for one with higher Speed.)
Magic Coat	Psychic	Status			15	Self		Reflects effects of moves like Poison, Paralysis, Confuse, and Leech Seed.
Magical Leaf	Grass	Special	60		20	Normal		Attack always hits the opponent without fail.
Magma Storm	Fire	Special	120	70	5	Normal		Inflicts damage to your opponent for 2~5 turns. During this time the opponent can't flee.

BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Magnet Bomb	Steel	Physical	60		20	Normal		Makes your attack in the next turn land without fail.
Magnet Rise	Electric	Status			10	Self		Prevents you from getting hit by Ground-type moves.
Magnitude	Ground	Physical		100	30	Enemy 2 / Ally 1		Attack strength randomly changes (10, 30, 50, 70, 90, 110). (*11-P424)
Me First	Normal	Status			20	DoM		Lets you attack more powerfully with your opponent's next move. Won't succeed if you fail to attack first.
Mean Look	Normal	Status			5	Normal		Prevents your opponent from fleeing. In battles with Trainers, prevents swapping between Pokémon.
Meditate	Psychic	Status			20	Self		Raises your Special Attack and Special Defense by 1.
Meditate	Psychic	Status			40	Self		Raises your Attack by 1.
Mega Drain	Grass	Special	40	100	15	Normal		Restore your HP by a half of the damage inflicted on your opponent.
Mega Kick	Normal	Physical	120	75	5	Normal	○	Normal Attack.
Mega Punch	Normal	Physical	80	85	20	Normal	○	Normal Attack.
Megahorn	Bug	Physical	120	85	10	Normal	○	Normal Attack.
Memento	Dark	Status		100	10	Normal		Makes you faint but lowers your opponent's Attack and Special Attack by 2.
Metal Burst	Steel	Physical		100	10	Self		Returns 1.5x of the damage you took at the end of the turn.
Metal Claw	Steel	Physical	50	95	35	Normal	○	Raises your Defense by 1 with a 10% probability.
Metal Sound	Steel	Status		85	40	Normal		Lowers your opponent's Special Defense by 2.
Meteor Mash	Steel	Physical	100	85	10	Normal	○	Raises your Attack by 1 with a 20% probability.
Meteor Rain	Dragon	Special	140	90	5	Normal		Lowers your Special Defense by 2.
Metronome	Normal	Status			10	DoM		Randomly executes one move out of all.
Milk Drink	Normal	Status			10	Self		Restores your HP for up to 1/2 of your Max HPs.
Mimic	Normal	Status			10	Normal		Allows you to copy your opponent's last used move for the duration of the battle. (PP of copied move is 5.)
Mind Reader	Normal	Status			5	Normal		Makes your Attack in the next land without fail.
Minimize	Normal	Status			20	Self		Raises your Accuracy by 1.
Miracle Eye	Psychic	Status			40	Normal		Makes your Attack a hit regardless of your opponent's Evasiveness. Makes your Psychic-type moves land on
Mirror Coat	Psychic	Special		100	20	Self		Returns 2x the damage of your opponent's Special Attack. Always makes you strike second.
Mirror Move	Flying	Status			20	DoM		Makes you repeat the same move your opponent has just used on you.
Mirror Shot	Steel	Special	65	85	10	Normal		Lowers your opponent's Accuracy by 1 with a 30% probability.
Mist	Ice	Status			30	Ally 2		Makes you immune to Stat changes.
Mist Ball	Psychic	Special	70	100	5	Normal		Lowers the opponent's Special Attack by 1 with a 50% probability.
Moonlight	Normal	Status			5	Self		Restores your HP. Effectiveness depends on weather. (*1-P424)
Morning Sun	Normal	Status			5	Self		Recovers your HP. Effectiveness changes depending on weather. (*1-P424)
Mud Bomb	Ground	Special	65	85	10	Normal		Lowers your opponent's Accuracy by 1 with a 30% probability.
Mud Shot	Ground	Special	55	95	15	Normal		Lowers your opponent's Speed by 1 with a 100% probability.
Mud Sport	Ground	Status			15	All		Halves the strength of Electric-type moves.
Mud-Slap	Ground	Special	20	100	10	Normal		Lowers your opponent's Accuracy by 1 with a 100% probability.
Muddy Water	Water	Special	95	85	10	Enemy 2		Lowers your opponent's Accuracy by 1 with a 30% probability. (*2-P424)
Nasty Plot	Dark	Status			20	Self		Raises your Special Attack by 2.
Natural Gift	Normal	Physical		100	15	Normal		Your held berry determines the type and strength of your move. Once used you lose the berry.
Nature Power	Normal	Status			20	DoM		The move changes depending on the geographic details.(*12-P424)
Needle Arm	Grass	Physical	60	100	15	Normal	○	Makes your opponent Flinch with a 30% probability. (Disable opponent's moves during that turn)
Night Shade	Ghost	Special		100	15	Normal		Inflicts fixed damage equal to your Pokémon's level.
Night Slash	Dark	Physical	70	100	15	Normal	○	Makes it easier to produce a critical hit.
Nightmare	Ghost	Status		100	15	Normal		Reduces your opponent's HP by 1/4 of its max HP each turn. Effective only when opponent's sleeping.
Octazooka	Water	Special	65	85	10	Normal		Lowers your opponent's Accuracy by 1 with a 50% probability.
Odor Sleuth	Normal	Status			40	Normal		Makes your attacks hit regardless of your opponent's Evasiveness. Makes Normal- and Fighting-type moves hit Ghost-type Pokémon.
Ominous Wind	Ghost	Special	60	100	5	Normal		Raises Attack, Defense, Speed, Special Attack, Special Defense by 1 with a 10% probability.
Outrage	Dragon	Physical	120	100	15	Random 1	○	Lets you attack 2~3 consecutive times in one turn but inflicts the Confuse condition when the effect wears off.
Overheat	Fire	Special	140	90	5	Normal		Raises Attack but sharply lowers your Special Attack by 2. When your opponent is frozen, it will melt the ice.
Pain Split	Normal	Status			20	Normal		Combines your HP with your opponent's and splits them between both.
Pay Day	Normal	Physical	40	100	20	Normal		Earns you more prize money when the battle's over. (Formula = your level x number of your attacks x 5)
Payback	Dark	Physical	50	100	10	Normal	○	Doubles the power of your move when you attack after your opponent.
Peck	Flying	Physical	35	100	35	Normal	○	Normal Attack.
Perish Song	Normal	Status			5	All		Makes all Pokémon in the battle at the time of use of this move faint after 3 turns.
Petal Dance	Grass	Special	90	100	20	Random 1	○	Attack consecutively for 2-3 turns. When effectiveness wears off, you suffer Confusion.
Pin Missile	Bug	Physical	14	85	20	Normal		Attacks 2-5 consecutive times in one turn.
Pluck	Flying	Physical	60	100	20	Normal	○	If your opponent has berries effective in battles, takes that berry and applies it to you.
Poison Fang	Poison	Physical	50	100	15	Normal	○	Causes your opponent to be Badly Poisoned with a 30% probability. Damage increases with each turn.
Poison Gas	Poison	Status		55	40	Normal		Inflicts Poison condition on an opponent.
Poison Jab	Poison	Physical	80	100	20	Normal	○	Inflicts Poison condition on an opponent with a 30% probability.
Poison Sting	Poison	Physical	15	100	35	Normal		Inflicts Poison condition on an opponent with a 30% probability.
Poison Tail	Poison	Physical	50	100	25	Normal	○	Inflicts the Poison condition on an opponent with a 10% probability. Likely to produce a critical hit.
PoisonPowder	Poison	Status		75	35	Normal		Inflicts Poison condition on an opponent.
Pound	Normal	Physical	40	100	35	Normal	○	Normal Attack.
Powder Snow	Ice	Special	40	100	25	Enemy 2		Inflicts the Freeze condition on an opponent with a 10% probability. (*2-P424)
Power Gem	Rock	Special	70	100	20	Normal		Normal Attack.
Power Swap	Psychic	Status			10	Normal		Switches your Attack and Special Attack stats changes with your opponent.
Power Trick	Psychic	Status			10	Self		Switches your Attack and Special Attack with your opponent. (Stats changes won't be switched.)
Power Whip	Grass	Physical	120	85	10	Normal	○	Normal Attack.
Present	Normal	Physical		90	15	Normal		Causes damage of 40, 80 or 120 with a probability of 40%, 30% and 10% respectively. Restores your opponent's HP by 1/4 of its Max amount with a 20% probability.
Protect	Normal	Status			10	Self		Defends against your opponent's current attack. Success ratio is lowered if used consecutively.
Psybeam	Psychic	Special	65	100	20	Normal		Inflicts Confuse condition on an opponent with a 10% probability.
Psych Up	Normal	Status			10	Normal		Casts on yourself the stats change caused to your opponent.
Psychic	Psychic	Special	90	100	10	Normal		Lowers your opponent's Special Defense by 1 with a 10% probability.
Psycho Boost	Psychic	Special	140	90	5	Normal		Lowers your Special Attack by 2.





BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Psycho Cut	Psychic	Physical	70	100	20	Normal		Makes it easier to produce a critical hit.
Psycho Shift	Psychic	Status		90	10	Normal		Cures your own status conditions (Poison, Fatal Poison, Sleep, Paralysis, Burn) by shifting the condition to your opponent.
Psywave	Psychic	Special		80	15	Normal		Randomly causes damage (0.5-1.5) multiplied by your level.
Punishment	Dark	Physical		100	5	Normal	○	The higher your opponent's stats, the stronger your Pokémon becomes.
Pursuit	Dark	Physical	40	100	20	Normal	○	When your opponent retires and its ally enter, causes 2x damage to the retiring Pokémon.
Quick Attack	Normal	Physical	40	100	30	Normal	○	Attack hits first without fail. (If used by both, it works for one with higher Speed.)
Rage	Normal	Physical	20	100	20	Normal	○	Raises the strength of your moves every time you're hit by your opponent's Attack.
Rain Dance	Water	Status			5	All		Summons a rain storm that lasts for 5 turns and raises the strength of Water-type moves.
Rapid Spin	Normal	Physical	20	100	40	Normal	○	Releases you from moves like Bind, Wrap, Leech Seed, and Spikes.
Razor Leaf	Grass	Physical	55	95	25	Enemy 2		Makes it easier to produce a critical hit. (*2-P424)
Razor Wind	Normal	Special	80	100	10	Enemy 2		Makes you gather up strength on the 1st turn and attack on the 2nd turn. Makes it easier to do a critical hit.
Recover	Normal	Status			10	Self		Restores your HP by up to a half of your max point.
Recycle	Normal	Status			10	Self		Allows you to reuse your items in the same battle.
Reflect	Psychic	Status			20	Ally 2		Halves the damage of your opponent's Physical Attack for 5 turns. (*23-P425)
Refresh	Normal	Status			20	Self		Cures the status conditions Poison, Paralyze, and Burn.
Rest	Psychic	Status			10	Self		Restores all your HP and Sleep for 2 turns.
Return	Normal	Physical		100	20	Normal	○	The more emotionally attached your battling Pokémon is to you, the more powerful it becomes.
Revenge	Fighting	Physical	60	100	10	Normal	○	Doubles the strength of the move if receive damage in the current turn.
Reversal	Fighting	Physical		100	15	Normal	○	The lower your HP is, the more damage this move will do on your opponent.
Roar	Normal	Status		100	20	Normal		Ends battles against wild Pokémon. Forces your opponent Trainer to change Pokémon.
Roar of Time	Dragon	Special	150	90	5	Normal		Prevents your opponent from making any action in the next turn after using this move.
Rock Blast	Rock	Physical	25	80	10	Normal		Attacks 2-5 consecutive times in one turn.
Rock Climb	Normal	Physical	90	85	20	Normal	○	Confuses your opponent with a 20% probability.
Rock Polish	Rock	Status			20	Self		Raises your Speed by 2.
Rock Slide	Rock	Physical	75	90	10	Enemy 2		Makes your opponent Flinch with a 30% probability. (Disables the opponent's move during that turn.) (*2-P424)
Rock Smash	Fighting	Physical	40	100	15	Normal	○	Lowers your opponent's Defense by 1 with a 50% probability.
Rock Throw	Rock	Physical	50	90	15	Normal		Normal Attack.
Rock Tomb	Rock	Physical	50	80	10	Normal		Lowers your opponent's Speed by 1 with a 100% probability.
Rock Wrecker	Rock	Physical	150	90	5	Normal		Prevents you from taking any action on your next turn.
Role Play	Psychic	Status			10	Normal		Copies your opponent's Ability. (Can't copy Wonder Guard.)
Rolling Kick	Fighting	Physical	60	85	15	Normal	○	Makes your opponent Flinch with a 30% probability.
Rollout	Rock	Physical	30	90	20	Normal	○	Allows consecutive attacks for up to 5 turns until you miss. Damage increases with each hit. (*10-P424)
Roost	Flying	Status			10	Self		Restores your HP by 1/2 of your max HPs but prevents you to be a Flying-type during that turn.
Sacred Fire	Fire	Physical	100	95	5	Normal		Inflicts Burn condition on an opponent with a 50% probability. (*6-P424)
Safeguard	Normal	Status			25	Ally 2		Protects you against status conditions for 5 turns. Effect lasts when you change Pokémon.
Sand Attack	Ground	Status		100	15	Normal		Lowers your opponent's Accuracy by 1.
Sand Tomb	Ground	Physical	15	70	15	Normal		Causes damage to your opponent for 2-5 turns during which the opponent can't flee.
Sandstorm	Rock	Status			10	All		Creates Sandstorm that lasts for 5 turns. Damages all Pokémon each turn except for Rock-, Steel-, and Ground-type.
Scary Face	Normal	Status		90	10	Normal		Lowers your opponent's Speed by 2.
Scratch	Normal	Physical	40	100	35	Normal	○	Normal Attack.
Screech	Normal	Status		85	40	Normal		Lowers your opponent's Defense by 2.
Secret Power	Normal	Physical	70	100	20	Normal		Adds extra effects that corresponds to the battlefield's terrain. (*24-P425)
Seed Bomb	Grass	Physical	80	100	15	Normal		Normal Attack.
Seismic Toss	Fighting	Physical		100	20	Normal	○	Inflicts the fixed damage equivalent to your level points.
Selfdestruct	Normal	Physical	200	100	5	Enemy 2 / Ally 1		Makes you faint after using this move. (*12-P424)
Shadow Ball	Ghost	Special	80	100	15	Normal		Lowers your opponent's Special Defense by 1 with a 20% probability.
Shadow Claw	Ghost	Physical	70	100	15	Normal	○	Makes it easier to produce a critical hit.
Shadow Force	Ghost	Physical	120	100	5	Normal	○	Makes you disappear in the 1st turn and attacks in the 2nd turn. (*14-P424)
Shadow Punch	Ghost	Physical	60		20	Normal	○	Makes your attack land without fail.
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○	Attack hits first without fail. (If used by both, it works for one with higher Speed.)
Sharpen	Normal	Status			30	Self		Raise your Attack by 1.
Sheer Cold	Ice	Special		30	5	Normal		Knocks out your opponent in one hit. (*14-P424)
Shock Wave	Electric	Special	60		20	Normal		Makes your attack land without fail.
Signal Beam	Bug	Special	75	100	15	Normal		Inflicts Confuse condition on an opponent with a 10% probability.
Silver Wind	Bug	Special	60	100	5	Normal		Raises your Attack, Defense, Speed, Special Attack, Special Defense by 1 with a 10% probability.
Sing	Normal	Status		55	15	Normal		Inflicts the Sleep condition on an opponent.
Sketch	Normal	Status			1	Normal		Copies your opponent's last used move. Sketch turns into the copied move.
Skill Swap	Psychic	Status			10	Normal		You and your opponent switch Abilities.
Skull Bash	Normal	Physical	100	100	15	Normal	○	Gathers up strength on the 1st turn and attacks in the 2nd turn. Raises your Special Defense in the first turn.
Sky Attack	Flying	Physical	140	90	5	Normal		Makes you gather up strength on the 1st turn and attack on the 2nd turn. Makes your opponent Flinch with a 30% probability. (*9-P424)
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○	Can cause damage to opponenst who uses Fly and Bounce.
Slack Off	Normal	Status			10	Self		Restores your HP for up to 1/2 of your max HPs.
Slam	Normal	Physical	80	75	20	Normal	○	Normal Attack.
Slash	Normal	Physical	70	100	20	Normal	○	Makes it easier to produce a critical hit.
Sleep Powder	Grass	Status		75	15	Normal		Inflicts the Sleep condition on an opponent.
Sleep Talk	Normal	Status			10	DoM		Randomly use moves you have. Effective only when you are asleep.
Sludge	Poison	Special	65	100	20	Normal		Inflicts the Poison condition on an opponent with a 30% probability.
Sludge Bomb	Poison	Special	90	100	10	Normal		Cause your opponent to be Poisoned with a 30% probability.
SmellingSalt	Normal	Physical	60	100	10	Normal	○	Cause 2x damage to a paralyzed opponent but it cures its status condition.
Smog	Poison	Status	20	70	20	Normal		Inflicts the Poison condition on an opponent with a 40% probability.
SmokeScreen	Normal	Status		100	20	Normal		Lowers your opponent's Accuracy by 1.
Snatch	Dark	Status			10	DoM		Steals the effects of your opponent's stats changing moves and HP recovering moves.
Snore	Normal	Physical	40	100	15	Normal		Makes your opponent Flinch with a 30% probability. Effective only when you're sleeping.
Softboiled	Normal	Status			10	Self		Restores your HP for up to 1/2 of your max HPs.
SolarBeam	Grass	Special	120	100	10	Normal		Gathers up strength on the 1st turn and attack on the 2nd turn. (*15-P424)
SonicBoom	Normal	Special		90	20	Normal		Causes 20 points of damage regardless of your opponent's Attack of Defense strength.

DA......Direct Attack   DoM......Depends on Move

BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Spacial Rend	Dragon	Special	100	95	5	Normal		Makes it easier to produce a critical hit.
Spark	Electric	Physical	65	100	20	Normal	○	Inflicts Paralyze condition on an opponent with a 30% probability.
Spider Web	Bug	Status			10	Normal		Prevent your opponent from fleeing. In battles with Trainers, prevents swapping between Pokémon.
Spike Cannon	Normal	Physical	20	100	15	Normal		Lets you attack 2-5 consecutive times in one turn.
Spikes	Ground	Status			20	Enemy 2		Causes damage every time opponent switches Pokemon. Raises the power by up to 3 with each use. (*30-P425)
Spit Up	Normal	Special		100	10	Normal		The damage will increase by the number of times you use Stockpile. (*21-P425)
Spite	Ghost	Status		100	10	Normal		Reduces the PP by 4 of the last move used by opponent.
Splash	Normal	Status			40	Self		No effect.
Spore	Grass	Status		100	15	Normal		Inflicts the Sleep condition on an opponent.
Stealth Rock	Rock	Status			20	Enemy 2		Inflicts damage to your opponent every time he changes Pokémon. The amount of damage will be determined by the type compatibility.
Steel Wing	Steel	Physical	70	90	25	Normal	○	Raises your Defense by 1 with a 30% probability.
Stockpile	Normal	Status			20	Self		Raises your Defense and Special Defense by 1. Use up to 3 times to build up on your moves.
Stomp	Normal	Physical	65	100	20	Normal	○	Makes your opponent Flinch with a 30% probability. (Disable opponent's moves during that turn.) (*25-P425)
Stone Edge	Rock	Physical	100	80	5	Normal		Makes it easier to produce a critical hit.
Strength	Normal	Physical	80	100	15	Normal	○	Normal Attack.
String Shot	Bug	Status		95	40	Enemy 2		Lowers your opponent's Speed by 1.
Struggle	Normal	Physical	50		1	Normal	○	Hits opponent, but takes 1/4 max HP - only available when you lose PP for all moves.
Stun Spore	Grass	Status		75	30	Normal		Inflicts Paralyze condition on an opponent.
Submission	Fighting	Physical	80	80	15	Normal	○	Receives 1/4 of the damage inflicted on your opponent.
Substitute	Normal	Status			10	Self		Builds the Pokémon's own alter-ego using 1/4 of its max HPs.
Sucker Punch	Dark	Physical	80	100	5	Normal	○	If your opponent uses a physical attack, this attack attacks first and damages the opponent. If the opponent did not use a physical attack, this move will fail.
Sunny Day	Fire	Status			5	All		Creates Sunny weather that lasts for 5 turns and raises the strength of Fire-type moves.
Super Fang	Normal	Physical		90	10	Normal	○	Reduces your opponent's HP by 50%.
Superpower	Fighting	Physical	120	100	5	Normal	○	Lowers your Attack and Defense by 1.
Supersonic	Normal	Status		55	20	Normal		Inflicts Confuse condition on an opponent.
Surf	Water	Special	95	100	15	Enemy 2 / Ally 1		Normal Attack. (*19-P425)
Swagger	Normal	Status		90	15	Normal		Inflicts Confuse condition on an opponent, but also raises its Attack by 2.
Swallow	Normal	Status			10	Self		The more you use Stockpile, more HP you recover. (*21-P425)
Sweet Kiss	Normal	Status		75	10	Normal		Inflicts Confuse condition on an opponent.
Sweet Scent	Normal	Status		100	20	Enemy 2		Lowers your opponent's Evasiveness by 1.
Swift	Normal	Special	60		20	Enemy 2		Makes your attack land without fail. (*2-P424)
Switcheroo	Dark	Status		100	10	Normal		Swaps your item with your opponent's.
Swords Dance	Normal	Status			30	Self		Raises your Attack by 2.
Synthesis	Grass	Status			5	Self		Restores your HP. Effectiveness depends on weather. (*1-P424)
Tackle	Normal	Physical	35	95	35	Normal	○	Normal Attack.
Tail Glow	Bug	Status			20	Self		Raises your Special Defense by 2.
Tail Whip	Normal	Status		100	30	Enemy 2		Lowers your opponent's Defense by 1.
Tailwind	Flying	Status			30	Ally 2		Double both your and opponent's Speed for 3 turns.
Take Down	Normal	Physical	90	85	20	Normal	○	Receive 1/4 of damage inflicted on your opponent.
Taunt	Dark	Status		100	20	Normal		Your opponents can only use attack moves for 2-4 turns.
Teeter Dance	Normal	Status		100	20	Enemy 2 / Ally 1		Confuses your opponent.
Teleport	Psychic	Status			20	Self		Ends battles against wild Pokémon.
Thief	Dark	Physical	40	100	10	Normal	○	Allows you to steal your opponent's items when you don't have any.
Thrash	Normal	Physical	90	100	20	Random 1	○	Attack consecutively for 2-3 turns. When effectiveness wears off, you suffer Confusion.
Thunder	Electric	Special	120	70	10	Normal		Inflicts the Paralyze condition on an opponent with a 30% probability. (*7-P424)
Thunder Fang	Electric	Physical	65	95	15	Normal	○	Makes your opponent Flinch or inflicts the Paralyze condition with a 10% probability.
Thunder Wave	Electric	Status		100	20	Normal		Inflicts Paralyze condition on an opponent.
Thunderbolt	Electric	Special	95	100	15	Normal		Inflicts Paralyze condition on an opponent with a 10% probability.
ThunderPunch	Electric	Physical	75	100	15	Normal	○	Inflicts the Paralyze condition on an opponent with a 10% probability.
ThunderShock	Electric	Special	40	100	30	Normal		Inflicts Paralyze condition on an opponent with a 10% probability.
Tickle	Normal	Status		100	20	Normal		Lowers your opponent's Attack and Defense by 1.
Torment	Dark	Status		100	15	Normal		Prevents your opponent from using the same move twice in a row.
Toxic	Poison	Status		85	10	Normal		Causes your opponent to be Badly Poisoned. Damage increases with each turn.
Toxic Spikes	Poison	Status			20	Enemy 2		Causes your entering opponent to be Poisoned. (*17-P424)
Transform	Normal	Status			10	Normal		Transforms you into your opponent enabling you to assume its ability and use its moves. (PP of the moves is always 5)
Tri Attack	Normal	Special	80	100	10	Normal		Inflicts either the Paralyze, Burn or Freeze condition with a 20% probability.
Trick	Psychic	Status		100	10	Normal		You and your opponent switch items you carry.
Trick Room	Psychic	Status			5	All		For 5 turns, one with less Speed gets to attack first. (*18-P424)
Triple Kick	Fighting	Physical	10	90	10	Normal	○	Attacks 3 consecutive times in one turn. Move strength increases to 10, 20 and 30 with each hit.
Trump Card	Normal	Special			5	Normal	○	Inflicts a critical hit without fail. The lower your PP is, the stronger the move gets.
Twineedle	Bug	Physical	25	100	20	Normal		Attacks 2 consecutive times in one turn. Inflicts the Poison condition on an opponent with a 20% probability.
Twister	Dragon	Special	40	100	20	Enemy 2		Makes your opponent Flinch with a 20% probability. (Disables the opponent's move during that turn.)
Uproar	Normal	Special	50	100	10	Random 1		Makes you keep making noise for 2-5 turns during which both you and your opponent won't be put to Sleep.
U-turn	Bug	Physical	70	100	20	Normal	○	Lets you switch to your stand-by ally Pokémon after this attack.
Vacuum Wave	Fighting	Special	40	100	30	Normal		Attack hits first without fail. (If used by both, it works for the one with higher Speed.)
ViceGrip	Normal	Physical	55	100	30	Normal	○	Normal Attack.
Vine Whip	Grass	Physical	35	100	15	Normal	○	Normal Attack.
Vital Throw	Fighting	Physical	70		10	Normal	○	You attack second but your attack hits without fail.
Volt Tackle	Electric	Physical	120	100	15	Normal	○	Receives 1/3 of the damage inflicted on your opponent. Inflicts Paralyze condition on an opponent with a 10% probability.
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○	Causes 2x damage to the Sleeping opponent but it cures his status condition.
Water Gun	Water	Special	40	100	25	Normal		Normal Attack.
Water Pulse	Water	Special	60	100	20	Normal		Inflicts Confuse condition on an opponent with a 20% probability.
Water Sport	Water	Status			15	All		Halves the strength of Fire-type moves during the time the user is in battle.
Water Spout	Water	Special	150	100	5	Enemy 2		Inflicts less damage if your HP is weaker.





BATTLE MOVES, CONT.

MOVES	TYPE	CLASS	POWER	ACC	PP	RANGE	DA	EFFECT
Waterfall	Water	Physical	80	100	15	Normal	○	Makes your opponent Flinch with a 20% probability. (Disables the opponent's move during that turn).
Weather Ball	Normal	Special	50	100	10	Normal		Changes the type of the move to correspond with weather and doubles its power. (*3-P424)
Whirlpool	Water	Special	15	70	15	Normal		Inflicts damage to your opponent for 2-5 turns. During this time the opponent can't flee. (*4-P424)
Whirlwind	Normal	Status		100	20	Normal		Ends battles against wild Pokémon. Forces your opponent Trainer to change Pokémon.
Will-O-Wisp	Fire	Status		75	15	Normal		Inflicts Burn condition on an opponent.
Wing Attack	Flying	Physical	60	100	35	Normal	○	Normal Attack.
Wish	Normal	Status		100	10	Self		Restores half of max HP on next turn. Effect transfers if you switch Pokémon.
Withdraw	Water	Status			40	Self		Raises your Defense by 1.
Wood Hammer	Grass	Physical	120	100	15	Normal	○	The caster receives 1/3 of the damage inflicted on its opponent.
Worry Seed	Grass	Status		100	10	Normal		Changes opponent's Ability to Insomnia. Not effective on opponent's Pokémon that have Truant.
Wrap	Normal	Physical	15	85	20	Normal	○	Causes damage to your opponent and makes him unable to flee for 2-5 turns.
Wring Out	Normal	Special		100	5	Normal	○	The higher your opponent's HP, the stronger the attack. (Up to 120)
X-Scissor	Bug	Physical	80	100	15	Normal	○	Normal Attack.
Yawn	Normal	Status			10	Normal		Inflicts the Sleep condition on an opponent at the end of the next turn. Has no effect if the opponent withdraws before that.
Zap Cannon	Electric	Special	100	50	5	Normal		Inflicts Paralyze condition on an opponent.
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○	Makes your opponent Flinch with a 20% probability. (Disables the opponent's move during that turn.)

FIELD MOVES

MOVES	EFFECTIVENESS
Cut	Cuts small trees so you can proceed.
Defog	Clears the Deep Fog and gives you better vision.
Dig	Lets you escape from a cave, cavern, etc., brings you back to the last entrance.
Flash	Lights up dark caves.
Fly	Transport in a flash to places you've been to before.
Milk Drink	Share your HP with other ally Pokémon in the party.
Rock Climb	Lets you climb up and down on craggy mountain walls.
Rock Smash	Crushes cracked rocks so you can proceed.
Softboiled	Your Pokémon shares its HP with others in the party.
Strength	Removes huge rocks so you can proceed.
Surf	Travel on water.
Sweet Scent	Used in the wild, it lures wild Pokémon to appear on the spot.
Teleport	Transport to the last visited Pokémon Center. (Not effective in towns or caves.)
Waterfall	Lets you climb up on a waterfall.



ADDITIONAL EFFECTS OF BATTLE MOVES (P418-424)

*1 Recovers 2/3 of HPs under sunny conditions. Usually recovers 1/2 of HPs. Under Rain, Sandstorm, Hail, and Deep Fog, recover 1/4 of HPs.

*2 Effect decreases in Double Battles.

*3 If the weather is Sunny, Rain, Hail or Sandstorm, then it doubles the strength of Fire-type moves, Water-type moves, Ice-type moves and Rock-type moves respectively.

*4 Causes 2x damage when used on the opponent who is using Dive.

*5 Melts the ice, even if you're frozen yourself. In that case, it melts your ice.

*6 Cause 2x damage when used on the opponent who is using Fly or Bounce.

*7 Attack is always a hit when used under rainy weather. Under intense sun Accuracy is 50%. Can attack opponent that's using Fly or Bounce.

*8 Disables your opponents moves like Light Screen, Reflect, Safeguard, Mist, Spikes, Toxic Spikes, and nullifies the effect of Deep Fog.

*9 Makes it easier to produce a critical hit.

*10 Causes 2x damage if used after the move Defense Curl.

*11 Causes 2x damage when used on the opponent who is using Dig. Effect decreases in Double Battles.

*12 Causes a decrease of half of the opponent's Defense. Effect decreases in Double Battles.

*13 Makes your Ground-type moves hit on Flying-type Pokémon and the ones that have the Ability Levitate. Prevents your opponent from using moves Fly, Splash, Bounce and Magnet Rise. (If they are already in use, they will be disabled).

*14 Won't hit if the opponent's level is higher than yours. The lower your opponent's level, the higher the Accuracy.

*15 Under sunny conditions, you can skip the build-up and attack on the first turn. Strength will be reduced by half under Rain, Sandstorm, Hail, and Deep Fog.

*16 Cause 2x damage when used on opponent using Fly or Bounce. Effect decreases in Double Battles.

*17 Use move Poison Spikes twice and it causes your opponent to be Badly Poisoned. Not effective on Poison-type Pokémon, Flying-type Pokémon and Pokémon with the Levitate Ability.

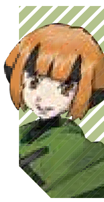
*18 First attack moves will come first regardless of the effect of this move. If used again during the turn that the move is still effective, it kills the effect.

*19 Causes 2x damage when used on the opponent who is using Dive. Effect decreases in Double Battles.
*20 If opponent uses Flying-type Pokémon or the ones with the Ability Levitate, allows your Ground-type moves to hit them.
*21 Can't use this move unless you've used Stockpile previously. Your Defense and Special Defense raised by Stockpile will go back down to normal.
*22 If used by Ghost-type Pokémon, decreases your HP by half of your max HPs but also decreases the opponent's HP by 1/4 of its max HPs per turn.
*23 Effect will last for the duration of the turn after you switch Pokémon. Effect decreases in Double Battles.
*24 The following effects will be added with a 30% probability. Causes Sleep when used in tall grass and water puddle. Lowers Accuracy by 1 when used on sandy ground. Makes opponent Flinch when used on craggy surface or in caves. Lowers Speed in marsh. Lower Attack by 1 on water. Causes Freeze on snow fields and ice. Causes Paralyze on building floors.
*25 Cause 2x damage if used when the opponent is using Minimize.
*26 When in grass and water puddle, you'll become Grass-type. Sandy land and marsh will make you Ground-type. Rocky surfaces and caves, Rock-type. On water, Water-type. Snowy field and ice, Ice-type. And on building floor, Normal-type.
*27 Causes damage regardless of your opponent's types.
*28 Cause 2x damage if used when the opponent is using "Minimize".
*29 When in grass and water puddle, you'll become Grass-type. Sandy land and marsh will make you Ground-type. Rocky surfaces and caves, Rock-type. On water, Water-type, Snowy field and ice, Ice-type. And on building floor, Normal-type.
*30 Not effective on Ability "Levitate" or Flying-type Pokemon.
*31 Causes damage regardless of your opponent's types.

TMS

NO.	MOVES	HOW TO OBTAIN	PRICE
1	Focus Punch	Oreburgh Gate, B1F, (After winning Canalave City Gym battle) / Also, you can use the Ability Pickup.	
2	Dragon Claw	Mt. Coronet (2nd) 1FL (After visiting Spear Pillar).	
3	Water Pulse	Ravaged Path. (After winning Hearthome City Gym battle.)	
4	Calm Mind	After obtaining the National Pokédex.	48bp
5	Roar	Route 213. (After winning Snowpoint City Gym battle.)	
6	Toxic	Route 212.	
7	Hail	Route 217 / Trade with 10 Green Shards in a home on Route 212.	
8	Bulk Up	After obtaining the National Pokédex. (Battle Park)	48bp
9	Bullet Seed	Route 204.	
10	Hidden Power	At Trainers' School in Jubilife City / As a prize at Veilstone Game Corner.	6000gc
11	Sunny Day	Route 212 / Trade with 10 Red Shards in a home on Route 212.	
12	Taunt	Route 211.	
13	Ice Beam	Route 216 (After winning Snowpoint City Gym battle.) / As a prize at Veilstone Game Corner.	10000gc
14	Blizzard	Lake Acuity / Veilstone Dept. Store 3FL in Veilstone City.	5500
15	Hyper Beam	Veilstone Dept. Store 3FL in Veilstone City.	7500
16	Light Screen	Veilstone Dept. Store 3FL in Veilstone City.	2000
17	Protect	Veilstone Dept. Store 3FL in Veilstone City.	2000
18	Rain Dance	Route 223 / Trade with 10 Blue Shards in a home on Route 212.	
19	Giga Drain	Route 209. (After winning Hearthome City Gym battle.)	
20	Safeguard	Veilstone Dept. Store 3FL in Veilstone City.	2000
21	Frustration	Galactic Veilstone Building 3FL / As a prize at Veilstone Game Corner.	1000gc
22	SolarBeam	Veilstone Dept. Store 3FL in Veilstone City.	3000
23	Iron Tail	Iron Island B2F.	
24	Thunderbolt	Valley Windworks (After winning Hearthome City Gym / As a prize at Veilstone Game Corner.)	1000gc
25	Thunder	Lake Valor (After visiting Spear Pillar) / Veilstone Dept. Store 3FL in Veilstone City.	5500
26	Earthquake	Wayward Cave (After winning Canalave City Gym battle.) / Also, you can use the Ability Pickup.	
27	Return	Lost Tower 4FL / As a prize at Veilstone Game Corner.	8000gc
28	Dig	Ruin Maniac Cave.	
29	Psychic	Route 211 (After winning Snowpoint City Gym battle.) / As a prize at Veilstone Game Corner.	10000gc
30	Shadow Ball	Route 210 (After obtaining SecretPotion.)	
31	Brick Break	Oreburgh Gate, B1F. (After obtaining Bicycle.)	
32	Double Team	Wayward Cave / As a prize at Veilstone Game Corner.	4000gc
33	Reflect	Veilstone Dept. Store 3rd FL in Veilstone City.	2000
34	Shock Wave	Route 215.	
35	Flamethrower	Fuego Ironworks / As a prize at Veilstone Game Corner.	10000gc
36	Sludge Bomb	Galactic HQ B2F. (On a passageway between their warehouse and HQs.)	
37	Sandstorm	Trade with 10 Yellow Shards in a home on Route 212.	
38	Fire Blast	Lake Verity (After visiting Spear Pillar) / Veilstone Dept. Store 3FL in Veilstone City.	5500
39	Rock Tomb	Ravaged Path.	
40	Aerial Ace	Route 213.	
41	Torment	Victory Road 1FL.	
42	Façade	After obtaining the National Pokédex. (Survival Area)	
43	Secret Power	Amity Square in Hearthome City.	
44	Rest	As a prize at Veilstone Game Corner / Also, you can use the Ability Pickup.	10000gc
45	Attract	Amity Square in Hearthome City.	

bp......battle points
gc......game coins



TMs, Cont.

NO.	MOVES	HOW TO OBTAIN	PRICE
46	Thief	Eterna City. (After winning Eterna City Gym battle.)	
47	Steel Wing	Route 209.	
48	Skill Swap	A girl in a house in Canalave City.	
49	Snatch	Galactic HQ 1FL.	
50	Overheat	After obtaining the National Pokédex.	
51	Roost	Route 210.	
52	Focus Blast	Veilstone Dept. Store 3FL in Veilstone City.	
53	Energy Ball	After obtaining the National Pokédex.	
54	False Swipe	Veilstone Dept. Store 3FL in Veilstone City.	
55	Brine	Pastoria City Gym battle.	
56	Fling	A man in a house on Route 222.	
57	Charge Beam	Sunyshore City Gym battle.	
58	Endure	As a prize at Veilstone Game Corner.	2000gc
59	Dragon Pulse	Victory Road 1FL.	
60	Drain Punch	Veilstone City Gym battle.	
61	Will-O-Wisp	After obtaining the National Pokédex.	32bp
62	Silver Wind	Route 212.	
63	Embargo	A man in Veilstone City.	
64	Explosion	As a reward for your 10 consecutive slot wins at the Game Corner.	
65	Shadow Claw	Hearthome City Gym battle.	
66	Payback	Route 215.	
67	Recycle	An old Lady in Eterna Condominium 2FL in Eterna City.	
68	Giga Impact	As a prize at Veilstone Game Corner.	20000gc
69	Rock Polish	Mt. Coronet (1st) 1FL. (After visiting Lake Verity. (2nd))	
70	Flash	Oreburgh Gate B1F. (after winning Oreburgh City Gym battle.) / Veilstone Dept. Store 3FL in Veilstone City.	
71	Stone Edge	Victory Road 2FL.	
72	Avalanche	Snowpoint City Gym battle.	
73	Thunder Wave	After obtaining the National Pokédex.	32bp
74	Gyro Ball	As a prize at Veilstone Game Corner.	15000gc
75	Sword Dance	As a prize at Veilstone Game Corner.	4000gc
76	Stealth Rock	Oreburgh City Gym battle.	
77	Psych Up	A boy on Route 211. (After visiting Lake Verity. (2nd))	
78	Captivate	Route 204. (After winning Eterna City Gym battle.)	
79	Dark Pulse	Victory Road 2FL.	
80	Rock Slide	Mt. Coronet 2FL. (2nd).	
81	X-Scissor	Route 221.	
82	Sleep Talk	Eterna Forest. (After winning Eterna City Gym battle.)	
83	Natural Gift	Veilstone Dept. Store 3FL in Veilstone City.	2000
84	Poison Jab	Route 212. (After winning Hearthome City Gym battle.)	
85	Dream Eater	Valor Lakefront. (After winning Snowpoint City Gym battle.)	
86	Grass Knot	Eterna City Gym battle.	
87	Swagger	Pokémon Mansion.	
88	Pluck	A girl in a house in Floaroma Town.	
89	U-turn	As a prize at Veilstone Game Corner / Canalave City.	6000gc
90	Substitute	A small room on 2FL of Forest Mansion. / As a prize at Veilstone Game Corner.	2000gc
91	Flash Cannon	Canalave City Gym battle.	
92	Trick Room	A clown at a cottage on Route 213.	

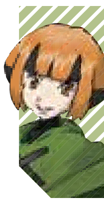
HMs

NO.	MOVES	HOW TO OBTAIN	PRICE
01	Cut	From Cynthia when she comes to Eterna City.	
02	Fly	At Galactic Warehouse in Veilstone City.	
03	Surf	From the elder of Celestic Town. (After examining a fresco.)	
04	Strength	From an old lady on 5FL of Lost Tower.	
05	Defog	From a man in Pastoria Great Marsh.	
06	Rock Smash	From a mountain man at Oreburgh Gate.	
07	Waterfall	From Jasmine on the beach front in Sunyshore City. (After visiting Sunyshore City.)	
08	Rock Climb	Route 217.	

bp......battle points
gc......game coins

CONTEST MOVES

MOVE	CONTEST	POWER	APPEAL
Absorb	Smart	❤	If Voltage goes up twice in a row, you earn +3.
Acid	Smart	❤❤❤	Basic performance.
Acid Armor	Tough	--	Doubles your score in the next turn.
Acupressure	Cool	--	Doubles your score in the next turn.
Aerial Ace	Cool	❤❤	If the Pokémon performs first, earn +2.
Aeroblast	Cool	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Agility	Cool	❤❤	Causes your Pokémon to move first in next round.
Air Cutter	Cool	❤❤❤	Basic performance.
Air Slash	Cool	❤❤	If the Pokémon performs first, earn +2.
Amnesia	Cute	--	Doubles your score in the next turn.
AncientPower	Tough	❤❤	If the Pokémon performs last, earn +2.
Aqua Jet	Beauty	❤❤	Causes your Pokémon to move first in next round.
Aqua Ring	Beauty	--	Appeal Point matches increased Voltage of judge.
Aqua Tail	Cute	❤❤❤	Basic performance.
Arm Thrust	Tough	❤❤	Allows performance of the same move twice in a row.
Aromatherapy	Smart	--	Appeal Point matches increased Voltage of judge.
Assist	Cute	❤❤	All Pokémon in next round go in random order.
Assurance	Beauty	❤❤	Earn double the score if your performance is last.
Astonish	Smart	❤❤❤	Basic performance.
Attack Order	Smart	❤❤	If the judges' Voltage goes up, you earn +2.
Attract	Cute	❤❤	No Voltage decrease during same turn.
Aura Sphere	Beauty	❤❤	If the Pokémon performs first, earn +2.
Aurora Beam	Beauty	❤❤	If the Pokémon performs first, earn +2.
Avalanche	Cool	❤❤	Earn double the score if your performance is last.
Barrage	Tough	❤❤	Allows performance of the same move twice in a row.
Barrier	Cool	❤❤	The voltage won't go up in the current turn.
Baton Pass	Cute	--	Earn +4 hearts if your chosen judge's voltage is 0, +3 if it's 1, +2 if it's 2, +1 if it's 3, and 0 if it's 4.
Beat Up	Smart	❤❤	Allows performance of the same move twice in a row.
Belly Drum	Cute	--	Doubles your score in the next turn.
Bide	Tough	❤❤	Earn double the score if your performance is last.
Bind	Tough	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc).
Bite	Tough	❤❤❤	Basic performance.
Blast Burn	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Blaze Kick	Beauty	❤❤	If the Pokémon performs first, earn +2.
Blizzard	Beauty	❤❤	If the Pokémon performs first, earn +2.
Block	Cute	❤❤	No Voltage increase during same turn.
Body Slam	Tough	❤❤❤	Basic performance.
Bone Club	Tough	❤❤❤	Basic performance.
Bone Rush	Tough	❤❤	Allows performance of the same move twice in a row.
Bonemerang	Tough	❤❤	Allows performance of the same move twice in a row.
Bounce	Cute	❤	If the same judge has not already been picked, earn +3.
Brave Bird	Cute	❤❤	If the Pokémon performs last, earn +2.
Brick Break	Cool	❤❤❤	Basic performance.
Brine	Smart	❤❤	If the judge's Voltage goes up, earn +2.
Bubble	Cute	❤❤	Causes your Pokémon to move last in next round.
BubbleBeam	Beauty	❤❤	Causes your Pokémon to move last in next round.
Bug Bite	Tough	--	Steals the Voltage of the Pokémon that just performed.
Bug Buzz	Cute	❤❤	If the judge's Voltage goes up, earn +2.
Bulk Up	Beauty	--	Doubles your score in the next turn.
Bullet Punch	Smart	❤❤	Causes your Pokémon to move first in next round.
Bullet Seed	Cool	❤❤	Allows performance of the same move twice in a row.
Calm Mind	Smart	--	Doubles your score in the next turn.
Camouflage	Smart	❤❤	No Voltage increase during same turn.
Captivate	Beauty	❤❤	No Voltage decrease during same turn.
Charge	Smart	--	Doubles your score in the next turn.
Charge Beam	Beauty	❤❤	If the Pokémon performs first, earn +2.
Charm	Cute	❤❤	No Voltage decrease during same turn.
Chatter	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Clamp	Tough	❤❤❤	Basic performance.
Close Combat	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Comet Punch	Tough	❤❤	Allows performance of the same move twice in a row.
Confuse Ray	Smart	❤❤	Lowers Voltage of judges by 1.
Confusion	Smart	❤❤❤	Basic performance.
Constrict	Tough	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Conversion	Beauty	❤	If Pokémon gets the lowest score, you earn +3.
Conversion 2	Beauty	❤	If Pokémon gets the lowest score, you earn +3.
Copycat	Cool	--	Steals the Voltage of the Pokémon that just performed.
Cosmic Power	Cool	--	Doubles your score in the next turn.
Cotton Spore	Beauty	❤❤	Causes your Pokémon to move first in next round.
Counter	Tough	❤❤	Earn double the score if your performance is last.
Covet	Cute	--	Steals the Voltage of the Pokémon that just performed.
Crabhammer	Tough	❤❤	If the Pokémon performs last, earn +2.
Cross Chop	Cool	❤❤	If the Pokémon performs last, earn +2.
Cross Poison	Cool	❤❤❤	Basic performance.
Crunch	Tough	❤❤	If the Pokémon performs last, earn +2.
Crush Claw	Cool	❤❤❤	Basic performance.
Crush Grip	Tough	❤❤	Earn double the score if your performance is last.
Curse	Tough	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).



CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL
Cut	Cool	❤❤❤	Basic performance.
Dark Pulse	Cool	❤❤	If the Pokémon performs first, earn +2.
Defend Order	Smart	--	Doubles your score in the next turn.
Defense Curl	Cute	❤❤	No Voltage increase during same turn.
Defog	Beauty	❤❤	No Voltage increase during same turn.
Destiny Bond	Smart	--	If all Pokémon choose the same Judge, earn +15.
Detect	Cool	--	High score for low Voltage.
Dig	Smart	❤	If the same judge has not already been picked, earn +3.
Disable	Smart	❤❤	No Voltage decrease during same turn.
Discharge	Cool	❤❤	If the Pokémon performs first, earn +2.
Dive	Beauty	❤	If the same judge has not already been picked, earn +3.
Dizzy Punch	Cool	--	High score for low Voltage.
Doom Desire	Cool	❤❤	If the Pokémon performs first, earn +2.
Double-Edge	Tough	--	If all Pokémon choose the same Judge, earn +15.
Double Hit	Smart	❤❤	Allows performance of the same move twice in a row.
Double Kick	Cool	❤❤	Allows performance of the same move twice in a row.
Double Team	Cool	❤❤	Causes your Pokémon to move first in next round.
DoubleSlap	Tough	❤❤	Allows performance of the same move twice in a row.
Draco Meteor	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Dragon Claw	Cool	❤❤	If the Pokémon performs first, earn +2.
Dragon Dance	Cool	--	Doubles your score in the next turn.
Dragon Pulse	Smart	❤❤	If the judge's Voltage goes up, earn +2.
Dragon Rage	Cool	❤❤❤	Basic performance.
Dragon Rush	Cool	❤❤	If the Pokémon performs last, earn +2.
DragonBreath	Cool	❤❤	If the Pokémon performs first, earn +2.
Drain Punch	Beauty	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Dream Eater	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Drill Peck	Cool	❤❤❤	Basic performance.
DynamicPunch	Cool	❤❤	If the Pokémon performs last, earn +2.
Earth Power	Smart	❤❤	If the Pokémon performs last, earn +2.
Earthquake	Tough	❤❤	If the Pokémon performs last, earn +2.
Egg Bomb	Tough	❤❤❤	Basic performance.
Embargo	Cute	❤❤	Prevents Voltage from going up in the same turn.
Ember	Beauty	❤❤❤	Basic performance.
Encore	Cute	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Endeavor	Tough	❤❤	Earn double the score if your performance is last.
Endure	Tough	❤❤	No Voltage increase during same turn.
Energy Ball	Beauty	❤❤	If the Pokémon performs first, earn +2.
Eruption	Beauty	❤❤	If the Pokémon performs last, earn +2.
Explosion	Beauty	--	If all Pokémon choose the same Judge, earn +15.
Extrasensory	Cool	❤❤	If the Pokémon performs first, earn +2.
ExtremeSpeed	Cool	❤❤	Causes your Pokémon to move first in next round.
Facade	Cute	❤❤	Earn double the score if your performance is last.
Faint Attack	Smart	❤❤	If the Pokémon performs last, earn +2.
Fake Out	Cute	❤❤	If the Pokémon performs first, earn +2.
Fake Tears	Smart	❤❤	No Voltage decrease during same turn.
False Swipe	Cool	❤	High score for low Voltage.
FeatherDance	Beauty	❤❤	No Voltage decrease during same turn.
Feint	Beauty	--	High score for low Voltage.
Fire Blast	Beauty	❤❤	If the Pokémon performs first, earn +2.
Fire Fang	Beauty	❤❤❤	Basic performance.
Fire Punch	Beauty	❤❤	If the Pokémon performs first, earn +2.
Fire Spin	Beauty	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Fissure	Tough	--	If all Pokémon choose the same Judge, earn +15.
Flail	Cute	❤❤	Earn double the score if your performance is last.
Flame Wheel	Beauty	❤❤	Allows performance of the same move twice in a row.
Flamethrower	Beauty	❤❤	If the Pokémon performs first, earn +2.
Flare Blitz	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Flash	Beauty	❤❤	Lowers Voltage of judges by 1.
Flash Cannon	Smart	❤❤	If the Pokémon performs first, earn +2.
Flatter	Smart	❤❤	No Voltage decrease during same turn.
Fling	Tough	❤	If Pokémon gets the lowest score, you earn +3.
Fly	Smart	❤	If the same judge has not already been picked, earn +3.
Focus Blast	Cool	❤❤	If the Pokémon performs first, earn +2.
Focus Energy	Cool	--	Doubles your score in the next turn.
Focus Punch	Tough	❤	If the same judge has not already been picked, earn +3.
Follow Me	Cute	❤❤	All Pokémon in next round go in random order.
Force Palm	Cool	❤❤	If the Pokémon performs last, earn +2.
Foresight	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Frenzy Plant	Cool	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Frustration	Cute	❤❤	If the Pokémon performs last, earn +2.
Fury Attack	Cool	❤❤	Allows performance of the same move twice in a row.
Fury Cutter	Cool	❤❤	Allows performance of the same move twice in a row.
Fury Swipes	Tough	❤❤	Allows performance of the same move twice in a row.
Future Sight	Smart	❤❤	If the Pokémon performs first, earn +2.
Gastro Acid	Beauty	❤❤	Prevents Voltage from going up in the same turn.
Giga Drain	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Giga Impact	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.

CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL
Glare	Tough	❤❤	No Voltage decreases during same turn period.
Grass Knot	Smart	❤❤	If the judge's Voltage goes up, earn +2.
GrassWhistle	Smart	❤❤	No Voltage decrease during same turn.
Gravity	Beauty	❤❤	No Voltage increase during same turn.
Growl	Cute	❤❤	No Voltage decrease during same turn.
Growth	Beauty	--	Doubles your score in the next turn.
Grudge	Tough	❤❤	Lowers Voltage of judges by 1.
Guard Swap	Cute	--	High score for low Voltage.
Guillotine	Cool	--	If all Pokémon choose the same Judge, earn +15.
Gunk Shot	Cool	❤❤❤	Basic performance.
Gust	Smart	❤❤❤	Basic performance.
Gyro Ball	Beauty	❤❤	Earn double the score if your performance is last.
Hail	Beauty	❤❤	No Voltage increase during same turn.
Hammer Arm	Cool	❤❤	Causes your Pokémon to move last in next round.
Harden	Tough	❤❤	No Voltage increase during same turn.
Haze	Beauty	❤❤	No Voltage increase during same turn.
Head Smash	Tough	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Headbutt	Tough	❤❤❤	Basic performance.
Heal Bell	Beauty	--	Appeal Point matches increased Voltage of judge.
Heal Block	Cute	❤❤	No Voltage increase during same turn.
Heal Order	Smart	--	Appeal Point matches Voltage of judge.
Healing Wish	Cute	--	Appeal Point matches Voltage of judge.
Heart Swap	Cool	--	High score for low Voltage.
Heat Wave	Beauty	❤❤	If the Pokémon performs first, earn +2.
Helping Hand	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Hi Jump Kick	Cool	❤❤❤	Basic performance.
Hidden Power	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Horn Attack	Cool	❤❤❤	Basic performance.
Horn Drill	Cool	--	If all Pokémon choose the same Judge, earn +15.
Howl	Cool	--	Doubles your score in the next turn.
Hydro Cannon	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Hydro Pump	Beauty	❤❤	If the Pokémon performs first, earn +2.
Hyper Beam	Cool	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Hyper Fang	Cool	❤❤	If the Pokémon performs last, earn +2.
Hyper Voice	Cool	❤❤❤	Basic performance.
Hypnosis	Smart	❤❤	No Voltage decrease during same turn.
Ice Ball	Beauty	❤❤	Allows performance of the same move twice in a row.
Ice Beam	Beauty	❤❤	If the Pokémon performs first, earn +2.
Ice Fang	Cool	❤❤❤	Basic performance.
Ice Punch	Beauty	❤❤	If the Pokémon performs first, earn +2.
Ice Shard	Beauty	❤❤	Causes your Pokémon to move first in next round.
Icicle Spear	Beauty	❤❤	Allows performance of the same move twice in a row.
Icy Wind	Beauty	❤❤	Causes your Pokémon to move last in next round.
Imprison	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Ingrain	Smart	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Iron Defense	Tough	❤❤	No Voltage increase during same turn.
Iron Head	Tough	❤❤	If the Pokémon performs last, earn +2.
Iron Tail	Cool	❤❤	If the Pokémon performs last, earn +2.
Jump Kick	Cool	❤❤❤	Basic performance.
Karate Chop	Tough	❤❤❤	Basic performance.
Kinesis	Smart	--	Doubles your score in the next turn.
Knock Off	Smart	❤❤❤	Basic performance.
Last Resort	Cute	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Lava Plume	Tough	❤❤	If the Pokémon performs first, earn +2.
Leaf Blade	Cool	❤❤	If the Pokémon performs first, earn +2.
Leaf Storm	Cute	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Leech Life	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Leech Seed	Smart	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Leer	Cool	❤❤	No Voltage decrease during same turn.
Lick	Tough	--	High score for low Voltage.
Light Screen	Beauty	❤❤	No Voltage increase during same turn.
Lock-On	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Lovely Kiss	Beauty	❤❤	No Voltage decreases during same turn period.
Low Kick	Tough	❤❤❤	Basic performance.
Lucky Chant	Cute	❤❤	No Voltage increase during same turn.
Lunar Dance	Beauty	--	Appeal Point matches Voltage of judge.
Luster Purge	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Mach Punch	Cool	❤❤	Causes your Pokémon to move first in next round.
Magic Coat	Beauty	❤❤	Earn double the score if your performance is last.
Magical Leaf	Beauty	❤❤	If the Pokémon performs first, earn +2.
Magma Storm	Tough	❤❤	Allows performance of the same move twice in a row.
Magnet Bomb	Cool	❤❤❤	Basic performance.
Magnet Rise	Cute	❤❤	Prevents Voltage from going up in the same turn.
Magnitude	Tough	❤❤	If the Pokémon performs last, earn +2.
Me First	Cute	❤❤	Causes your Pokémon to move first in next round.
Mean Look	Beauty	❤❤	Lowers Voltage of judges by 1.
Meditate	Beauty	--	Doubles your score in the next turn.
Mega Drain	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.



CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL
Mega Kick	Cool	❤❤	If the Pokémon performs last, earn +2.
Mega Punch	Tough	❤❤	If the Pokémon performs last, earn +2.
Megahorn	Cool	❤❤	If the Pokémon performs last, earn +2.
Memento	Tough	--	If all Pokémon choose the same Judge, earn +15.
Metal Burst	Beauty	❤❤	Earn double the score if your performance is last.
Metal Claw	Cool	❤❤	If the Pokémon performs last, earn +2.
Metal Sound	Smart	❤❤	Lowers Voltage of judges by 1.
Meteor Mash	Cool	❤❤	If the Pokémon performs last, earn +2.
Metronome	Cute	❤❤	All Pokémon in next round go in random order.
Milk Drink	Cute	--	Appeal Point matches Voltage of judge.
Mimic	Cute	❤	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Mind Reader	Smart	--	If Voltage is raised by two Pokémon in a row, earn +3.
Minimize	Cute	❤❤	No Voltage increase during same turn.
Miracle Eye	Cute	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Mirror Coat	Beauty	❤❤	Earn double the score if your performance is last.
Mirror Move	Smart	❤❤	Earn double the score if your performance is last.
Mirror Shot	Cute	❤❤	If the Pokémon performs first, earn +2.
Mist	Beauty	❤❤	No Voltage increase during same turn.
Mist Ball	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Moonlight	Beauty	--	Appeal Point matches increased Voltage of judge.
Morning Sun	Beauty	--	Appeal Point matches increased Voltage of judge.
Mud Bomb	Smart	❤❤	If the Pokémon performs last, earn +2.
Mud Shot	Tough	❤❤	Causes your Pokémon to move last in next round.
Mud Sport	Cute	❤❤	Prevents Voltage from going up in the same turn.
Mud-Slap	Cute	❤❤❤	Basic performance.
Muddy Water	Tough	❤❤	If the Pokémon performs last, earn +2.
Nasty Plot	Cute	--	Doubles your score in the next turn.
Natural Gift	Cool	❤❤	If the Pokémon performs last, earn +2.
Nature Power	Beauty	❤❤	All Pokémon in next round go in random order.
Needle Arm	Smart	❤❤❤	Basic performance.
Night Shade	Smart	❤❤❤	Basic performance.
Night Slash	Beauty	❤❤❤	Basic performance.
Nightmare	Smart	❤❤	No Voltage decrease during same turn.
Octazooka	Tough	❤❤	If the judge's Voltage goes up, earn +2.
Odor Sleuth	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Ominous Wind	Smart	--	Doubles your score in the next turn.
Outrage	Cool	❤❤	Allows performance of the same move twice in a row.
Overheat	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Pain Split	Smart	❤❤	Lowers Voltage of judges by 1.
Pay Day	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Payback	Cool	❤	If the same judge has not already been picked, earn +3.
Peck	Cool	❤❤❤	Basic performance.
Perish Song	Beauty	❤❤	Lowers Voltage of judges by 1.
Petal Dance	Beauty	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Pin Missile	Cool	❤❤	Allows performance of the same move twice in a row.
Pluck	Cute	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Poison Fang	Smart	❤❤	If the judge's Voltage goes up, earn +2.
Poison Gas	Smart	❤❤❤	Basic performance.
Poison Jab	Smart	❤❤	If the judge's Voltage goes up, earn +2.
Poison Sting	Smart	❤❤	No Voltage decrease during same turn.
Poison Tail	Smart	❤❤	If the judge's Voltage goes up, earn +2.
PoisonPowder	Smart	❤❤	No Voltage decrease during same turn.
Pound	Tough	❤❤❤	Basic performance.
Powder Snow	Beauty	❤❤❤	Basic performance.
Power Gem	Beauty	❤❤❤	Basic performance.
Power Swap	Beauty	--	High score for low Voltage.
Power Trick	Cool	--	High score for low Voltage.
Power Whip	Beauty	❤❤❤	Basic performance.
Present	Cute	--	High score for low Voltage.
Protect	Cute	--	High score for low Voltage.
Psybeam	Beauty	❤❤	If the Pokémon performs first, earn +2.
Psych Up	Smart	--	Doubles your score in the next turn.
Psychic	Smart	❤❤	If the Pokémon performs first, earn +2.
Psycho Boost	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Psycho Cut	Cool	❤❤	If the Pokémon performs first, earn +2.
Psycho Shift	Cool	--	High score for low Voltage.
Psywave	Smart	❤❤❤	Basic performance.
Punishment	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Pursuit	Smart	❤	If Voltage is raised by two Pokémon in a row, earn +3.
Quick Attack	Cool	❤❤	Causes your Pokémon to move first in next round.
Rage	Cool	--	Doubles your score in the next turn.
Rain Dance	Tough	❤❤	No Voltage increase during same turn.
Rapid Spin	Cool	❤❤	If the Pokémon performs first, earn +2.
Razor Leaf	Cool	❤❤❤	Basic performance.
Razor Wind	Cool	❤	If the same judge has not already been picked, earn +3.
Recover	Smart	--	Appeal Point matches increased Voltage of judge.
Recycle	Smart	--	Steals the Voltage of the Pokémon that just performed.
Reflect	Smart	❤❤	No Voltage increase during same turn.



CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL
Refresh	Cute	--	Appeal Point matches increased Voltage of judge.
Resort	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Rest	Cute	--	Appeal Point matches increased Voltage of judge.
Return	Cute	❤❤	If the Pokémon performs first, earn +2.
Revenge	Tough	❤❤	Earn double the score if your performance is last.
Reversal	Cool	❤❤	Earn double the score if your performance is last.
Roar	Cool	❤❤	No Voltage decrease during same turn.
Roar of Time	Cool	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Rock Blast	Tough	❤❤	Allows performance of the same move twice in a row.
Rock Climb	Cool	❤❤	If the Pokémon performs last, earn +2.
Rock Polish	Tough	❤❤	Causes your Pokémon to move first in next round.
Rock Slide	Tough	❤❤❤	Basic performance.
Rock Smash	Tough	❤❤	If the Pokémon performs last, earn +2.
Rock Throw	Tough	❤❤❤	Basic performance.
Rock Tomb	Smart	❤❤	Causes your Pokémon to move last in next round.
Rock Wrecker	Tough	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Role Play	Cute	❤	If Pokémon gets the lowest score, you earn +3.
Rolling Kick	Cool	❤❤❤	Basic performance.
Rollout	Tough	❤❤	Allows performance of the same move twice in a row.
Roost	Cool	--	Appeal Point matches increased Voltage of judge.
Sacred Fire	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Safeguard	Beauty	❤❤	No Voltage increase during same turn.
Sand Tomb	Smart	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Sand-Attack	Cute	❤❤	No Voltage decrease during same turn.
Sandstorm	Tough	❤❤	No Voltage increase during same turn.
Scary Face	Tough	❤❤	Causes your Pokémon to move last in next round.
Scratch	Tough	❤❤❤	Basic performance.
Screech	Smart	❤❤	Lowers Voltage of judges by 1.
Secret Power	Smart	❤❤	All Pokémon in next round go in random order.
Seed Bomb	Smart	❤❤❤	Basic performance.
Seismic Toss	Tough	❤❤❤	Basic performance.
Selfdestruct	Beauty	--	If all Pokémon choose the same Judge, earn +15.
Shadow Ball	Smart	❤❤	If the Pokémon performs first, earn +2.
Shadow Claw	Cute	❤❤	If the Pokémon performs first, earn +2.
Shadow Force	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Shadow Punch	Smart	❤❤	If the Pokémon performs first, earn +2.
Shadow Sneak	Smart	❤❤	Causes your Pokémon to move first in next round.
Sharpen	Cute	--	Doubles your score in the next turn.
Sheer Cold	Beauty	--	If all Pokémon choose the same Judge, earn +15.
Shock Wave	Cool	❤❤	If the Pokémon performs first, earn +2
Signal Beam	Beauty	❤❤	If the judge's Voltage goes up, earn +2.
Silver Wind	Beauty	❤❤	If the judge's Voltage goes up, earn +2.
Sing	Cute	❤❤	No Voltage decrease during same turn.
Sketch	Smart	--	If Pokémon gets the lowest score, you earn +3.
Skill Swap	Smart	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Skull Bash	Tough	❤	If the same judge has not already been picked, earn +3.
Sky Attack	Cool	❤	If the same judge has not already been picked, earn +3.
Sky Uppercut	Cool	--	If the Pokémon performs first, earn +2.
Slack Off	Cute	--	Appeal Point matches increased Voltage of judge.
Slam	Tough	❤❤❤	Basic performance.
Slash	Cool	❤❤❤	Basic performance.
Sleep Powder	Smart	❤❤	No Voltage decreases during same turn period.
Sleep Talk	Cute	❤❤❤	Basic performance.
Sludge	Tough	--	If the Pokémon performs last, earn +2.
Sludge Bomb	Tough	❤❤	If the Pokémon performs last, earn +2.
SmellingSalt	Smart	--	High score for low Voltage.
Smog	Tough	--	Basic performance.
SmokeScreen	Smart	❤❤	Lowers Voltage of judges by 1.
Snatch	Smart	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Snore	Cute	❤❤❤	Basic performance.
Softboiled	Beauty	--	Appeal Point matches increased Voltage of judge.
SolarBeam	Cool	❤	If the same judge has not already been picked, earn +3.
SonicBoom	Cool	❤❤❤	Basic performance.
Spacial Rend	Tough	❤❤	If the judge's Voltage goes up, earn +2.
Spark	Cool	❤❤❤	Basic performance.
Spider Web	Smart	❤❤	Prevents Voltage from going up in the same turn.
Spike Cannon	Cool	❤❤	Allows performance of the same move twice in a row.
Spikes	Smart	❤❤	Prevents Voltage from going up in the same turn.
Spit Up	Tough	❤❤	If the Pokémon performs last, earn +2.
Spite	Tough	❤❤	No Voltage decrease during same turn.
Splash	Cute	--	High score for low Voltage.
Spore	Beauty	❤❤	Lowers the voltage of all the judges by 1.
Stealth Rock	Cool	❤❤	No Voltage increase during same turn.
Steel Wing	Cool	❤❤❤	Basic performance.
Stockpile	Tough	--	Doubles your score in the next turn.
Stomp	Tough	❤❤❤	Basic performance.
Stone Edge	Tough	❤❤	If the judge's Voltage goes up, earn +2.
Strength	Tough	❤❤❤	Basic performance.



CONTEST MOVES, CONT.

MOVE	CONTEST	POWER	APPEAL
String Shot	Smart	❤❤	No Voltage decrease during same turn.
Struggle	Cool	❤❤❤	Basic performance.
Stun Spore	Smart	❤❤	No Voltage decrease during same turn.
Submission	Cool	❤❤❤	Basic performance.
Substitute	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Sucker Punch	Smart	❤❤	Causes your Pokémon to move first in next round.
Sunny Day	Beauty	❤❤	No Voltage increase during same turn.
Super Fang	Tough	❤❤❤	Basic performance.
Superpower	Tough	❤❤	If the Pokémon performs last, earn +2.
Supersonic	Smart	❤❤	No Voltage decrease during same turn.
Surf	Beauty	❤❤	If the Pokémon performs first, earn +2.
Swagger	Cute	❤❤	No Voltage decrease during same turn.
Swallow	Tough	--	Appeal Point matches increased Voltage of judge.
Sweet Kiss	Cute	❤❤	No Voltage decrease during same turn.
Sweet Scent	Cute	❤❤	No Voltage decrease during same turn.
Swift	Cool	❤❤	If the Pokémon performs first, earn +2.
Switcheroo	Cool	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Swords Dance	Beauty	--	Doubles your score in the next turn.
Synthesis	Smart	--	Appeal Point matches increased Voltage of judge.
Tackle	Tough	❤❤❤	Basic performance.
Tail Glow	Beauty	--	Doubles your score in the next turn.
Tail Whip	Cute	❤❤	No Voltage decrease during same turn.
Tailwind	Smart	❤❤	Causes your Pokémon to move first in next round.
Take Down	Tough	❤❤❤	Basic performance.
Taunt	Smart	--	High score for low Voltage.
Teeter Dance	Cute	❤❤	All Pokémon in next round go in random order.
Teleport	Cool	❤❤	Causes your Pokémon to move first in next round.
Thief	Tough	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Thrash	Tough	❤❤	Allows performance of the same move twice in a row.
Thunder	Cool	❤❤	If the Pokémon performs first, earn +2.
Thunder Fang	Smart	❤❤❤	Basic performance.
Thunder Wave	Cool	❤❤	No Voltage decrease during same turn.
Thunderbolt	Cool	❤❤	If the Pokémon performs first, earn +2.
ThunderPunch	Cool	❤❤	If the Pokémon performs first, earn +2.
ThunderShock	Cool	❤❤❤	Basic performance.
Tickle	Cute	❤❤	No Voltage decrease during same turn.
Torment	Tough	--	High score for low Voltage.
Toxic	Smart	❤❤	No Voltage decrease during same turn.
Toxic Spikes	Smart	❤❤	No Voltage increase during same turn.
Transform	Smart	❤	If Pokémon gets the lowest score, you earn +3.
Tri Attack	Beauty	❤❤❤	Basic performance.
Trick	Smart	--	If previous performer hits max Voltage, then you earn points equal to its Voltage rating.
Trick Room	Cute	❤❤	All Pokémon in next round go in random order.
Triple Kick	Cool	❤❤	Allows performance of the same move twice in a row.
Trump Card	Cool	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Twineedle	Cool	❤❤	Allows performance of the same move twice in a row.
Twister	Cool	❤❤❤	Basic performance.
Uproar	Cute	❤❤	Lowers Voltage of judges by 1.
U-turn	Cute	--	High score for low Voltage.
Vacuum Wave	Smart	❤❤	Causes your Pokémon to move first in next round.
ViceGrip	Tough	❤❤❤	Basic performance.
Vine Whip	Cool	❤❤❤	Basic performance.
Vital Throw	Cool	❤❤	Causes your Pokémon to move last in next round.
Volt Tackle	Cool	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Wake-Up Slap	Smart	--	High score for low Voltage.
Water Gun	Cute	❤❤❤	Basic performance.
Water Pulse	Beauty	❤❤	If the Pokémon performs first, earn +2.
Water Sport	Cute	❤❤	No Voltage increase during same turn.
Water Spout	Beauty	❤❤	If the previous Pokémon hit max Voltage, earn +3.
Waterfall	Tough	❤❤❤	Basic performance.
Weather Ball	Smart	❤❤	If the judge's Voltage goes up, earn +2.
Whirlpool	Beauty	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Whirlwind	Smart	--	If all Pokémon choose the same Judge, earn +15.
Will-O-Wisp	Beauty	❤❤	If the Pokémon performs first, earn +2.
Wing Attack	Cool	❤❤❤	Basic performance.
Wish	Cute	--	Appeal Point matches increased Voltage of judge.
Withdraw	Cute	❤❤	No Voltage increase during same turn.
Wood Hammer	Tough	❤❤	If the Pokémon performs last, earn +2.
Worry Seed	Beauty	❤❤	No Voltage decrease during same turn.
Wrap	Tough	--	Appeal Point equals round you perform in (1st=1, 2nd=2, etc.).
Wring Out	Smart	❤❤	If the previous Pokémon hit max Voltage, earn +3.
X-Scissor	Beauty	❤❤	If the Pokémon performs first, earn +2.
Yawn	Cute	❤❤	No Voltage decrease during same turn.
Zap Cannon	Cool	❤❤	If the judge's Voltage goes up, earn +2.
Zen Headbutt	Beauty	❤❤	If the Pokémon performs last, earn +2.



POKéMON ABILITIES

ABILITY	EFFECTS FOR BATTLING POKéMON	EFFECTS FOR STANDING-BY ALLY POKéMON
Adaptability	Doubles the power of the move, if the type of the Pokémon matches the type of the move.	
Aftermath	When fainting because of a Direct Attack, causes damage equal to 1/4 of his max HPs to the inflicting opponent.	
Air Lock	Nullify the effects caused by weather change on the entire battle field.	
Anger Point	Raises Attack stat to its max level when a Pokémon is afflicted with a critical-hit.	
Anticipation	Detects if the opponent has super effective moves or one-hit KO moves.	
Arena Trap	Prevents foe from switching Pokémon or escaping. Not effective against Flying-types and Pokémon with the Levitate ability. *1	Makes it more probable that you will come across wild Pokémon.
Battle Armor	Prevents your opponent from gaining a critical hit on you.	
Blaze	Increases the strength of your Fire-type moves by 1.5x when your HP falls below 1/3 of its max HPs.	
Chlorophyll	Double your Speed when it's sunny.	
Clear Body	Defends against moves that lower your stats.	
Cloud Nine	Prevents all Pokémon in battle from being affected by weather conditions.	
Color Change	Changes Pokémon's type to match type of a move that hits it.	
Compoundeyes	Increases accuracy 30%	Makes it more probable that you will come across wild Pokémon with held items.
Cute Charm	When attacked with a Direct Attack, cast Cute Charm over your opponent with a 30% probability.	
Damp	Stops moves like Selfdestruct and Explosion. The Ability Aftermath doesn't work, either.	
Download	Compares opponent's Defense and Special Defense. If Defense was lower, it raises Attack of player's Pokémon, and if Special Defense was lower, it raises Special Attack of Player's Pokémon. When Defense and Special Defense are equal, it raises Special Attack of player's Pokémon. For pair-up battles, it adds both Pokémon's Defense and Special Defense then compares the two.	
Drizzle	Changes weather to rain during battle.	
Drought	Changes weather to strong sunlight during battle.	
Dry Skin	Restores your HP without receiving damage when attacked by Water-type moves. Recovers your HP every turn when it is Raining. (*3)	
Early Bird	Recovers from Sleep.	
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 30% of the time when it attacks Pokémon directly.	
Filter	Decreases the damage you receive from super effective moves.	
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when it attacks Pokémon directly.	Makes Pokémon egg easier to hatch by having it in the party.
Flash Fire	Protects you from receiving Fire-type moves and increases the strength of your Fire-type moves by 1.5x.	
Flower Gift	Increases your and your allies' Attack and Special Defense by 1.5x when it's Sunny.	
Forecast	Change Pokémon to a form and type that's connected to weather (strong sunlight=Fire-type, rain=Water-type, Hail=Ice-type, Sandstorm=Normal-type) (*10)	
Frisk	Allows Pokémon to know opponent's held item when sent out on the battle field. When 2 opponent Pokémon are there, it will be selected randomly from the two.	
Gluttony	Uses an HP recovering berry before your HP goes down too low.	
Guts	Raises your Attack by 1.5x when suffering from status conditions.	
Heatproof	Halves the damages inflicted on you by your opponent's Fire-type moves and by having the Burn condition.	
Honey Gather	Sometimes gathers Honey during battles. (In regular, non-battle situations, too.) (*8)	
Huge Power	Raises your Attack. When you lose your Ability (i.e. Skill Swap), it will only be 1/2.	
Hustle	Raises your Attack by 1.5x but lowers your Physical Attack Accuracy to 80%.	Makes it less probable to encounter high-leveled wild Pokémon.
Hydration	Recovers from status conditions at the end of the turn when it is Raining.	
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power.	
Ice Body	Resores HP gradually when the weather is "Hail".	
Illuminate	Increases chances of meeting wild Pokémon when the Pokémon is in the lead team position.	Makes it more probable that you will come across wild Pokémon.
Immunity	Protects you from the Poison condition.	Makes it more probable for male Pokémon to meet female Pokémon and vice versa.
Inner Focus	Prevents Flinch condition.	
Insomnia	Prevents you from being inflicted with the Sleep condition.	
Intimidate	Upon entering the battle the user of this move lowers the opponent's Attack by 1.	Makes it less probable to come across low-leveled wild Pokémon.
Iron Fist	Increase power of Punch-type moves. (*9)	
Keen Eye	Prevents your opponent from lowering your Accuracy.	Makes it less probable to encounter low-leveled wild Pokémon.
Klutz	Prevents your effective items from being effective in battles.	
Leaf Guard	Prevents Pokémon from falling into certain conditions when the weather is strong sunlight.(Poison, Paralysis, Burn, Freezing, Sleep, Badly Poison).	
Levitate	Protects you from Ground-type moves.	
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a two-on-two battle.	
Limber	Prevents you from being inflicted with the Paralyze condition.	
Liquid Ooze	Inflicts damage on your opponent when they use a healing move that absorbs your HP.	
Magic Guard	Prevents all moves (except Direct Attacks) from decreasing your HP. (*7)	
Magma Armor	Prevents Pokémon from receieving the Freeze condition.	Makes Pokémon egg easier to hatch by having it in the party.
Magnet Pull	Prevents Steel-type opponents from escaping (does not work on your own party)	Makes it more probable that you will come across Steel-type wild Pokémon.
Marvel Scale	Increases your Defense by 1.5x when affected by status conditions.	
Minus	Multiplies Special Attack by 1.5 when positively charged Pokémon is also in battle (does not work for Plus on opponent's side.)	
Mold Breaker	Lets you use your moves without being affected by your opponent's Abilities. (*1)	
Motor Drive	Increase Speed by 1 when receiving Electric-type moves, but no damage will be inflicted on Pokémon.	
Natural Cure	Heals your status conditions when you withdraws from the battle.	
No Guard	Makes each others' moves always land without fail.	Makes it more probable to come across wild Pokémon.
Normalize	Changes all four of the Pokémon's moves to be Normal-type.	
Oblivious	Prevents you from Attract.	
Overgrow	Increases the strength of your Grass-type moves by 1.5x when your HP falls below 1/3 of its max HPs.	
Own Tempo	Protects you from the Confuse condition.	
Pick Up	Occasionally picks up items during battles. (In regular, non-battle situations, too.) (*9)	
Plus	Multiplies Special Attack power by 1.5 when negatively charged Pokémon is also in battle (does not work for Minus on opponent's side.)	
Poison Heal	Restores HP every turn when poisoned.	
Poison Point	When attacked with a Direct Attack, causes your opponent to be Poisoned with a 30% probability.	
Pressure	When attacked, it decreases PP of your opponent's move by 2.	Makes it less probable to encounter high-leveled wild Pokémon.
Pure Power	Raises your Attack. When you lose your Ability (i.e. Skill Swap), it will only be 1/2.	
Quick Feet	Multiplies Speed when in certain conditions (Poison, Paralysis, Burn, Freezing, Sleep, Badly Poison). Ignores the effect of Paralysis, which reduces Speed to 1/4 of its max.	Makes it less probable that you will come across wild Pokémon.
Rain Dish	Recovers HP every turn when it's raining during battle.	
Reckless	When using a move with a backlash effect, it increases the power. (*7)	



POKÉMON ABILITIES, CONT.

ABILITY	EFFECTS FOR BATTLING POKÉMON	EFFECTS FOR STANDING-BY ALLY POKÉMON
Rivalry	Raises your Attack towards the same-gender opponents. Lowers it towards opposite gender opponents. (*5)	
Rock Head	Prevents you from suffering the effects of moves like Take Down and Double-Edge.	
Rough Skin	Causes opponent's HP to decrease when opponent attacks Pokémon directly.	
Run Away	Lets all Pokémon flee except for Trainer battles.	
Sand Stream	Upon entering the battle the user of this move creates a Sandstorm.	
Sand Veil	Raises your Accuracy when a Sandstorm occurs.	Makes it less probable that you will encounter wild Pokémon when a Sandstorm occurs.
Scrappy	Makes it possible to attack Ghost-type opponent with Normal-type moves.	
Serene Grace	Doubles the probability of producing the move's additional effects.	
Shadow Tag	Prevents foe from changing Pokémon or escaping (does not work when both your and opponent's Pokémon has the ability "Shadow Tag.") *3	
Shed Skin	Heals your status conditions in each turn with a 1/3 probability.	
Shell Armor	Helps Pokémon avoid critical hits.	
Shield Dust	Defends against additional effects of moves.	
Simple	Doubles your stat changes.	
Skill Link	Makes your consecutive attacks last to limit (2-5 turns go for five turns).	
Slow Start	Halves your Attack and Speed during the first five turns of battle.	
Sniper	Increases the damage of the move when it is a critical hit.	
Snow Cloak	Raises Evasiveness when the weather is "Hail".	Makes it less probable that you will come across wild Pokémon when the weather is "Hail".
Snow Warning	Makes it Hail upon entering the battle.	
Solar Power	Multiplies Special Attack, but lowers HP when the weather is strong sunlight.	
Solid Rock	Adjusts the damage caused by "super effective" hits to 3/4 of the usual.	
Sound Proof	Defends against sound moves (*6) like Uproar and Sing.	
Speed Boost	Increases Pokémon's Speed every turn.	
Stall	Makes you attack last	
Static	When attacked with a Direct Attack, causes your opponent to be Paralyzed with a 30% probability.	Makes it more probable that you will encounter Electric-type Pokémon.
Steadfast	Raises your Speed by 1 every time your opponent flinches.	
Stench	(No effect.)	Makes it less probable to come across wild Pokémon.
Sticky Hold	Prevents theft of your items.	Makes it more probable you will catch Pokémon when you fish.
Storm Drain	Draws all Water-type moves to you in 2-on-2 battles.	
Sturdy	Defends against one-hit-knock-out moves like Horn Drill and Sheer Cold.	
Suction Cups	Defends against moves that makes you switch in and out such as Whirlwind and Roar.	Makes it more probable you will catch Pokémon when you fish.
Super Luck	Makes it more probable that you produce a critical hit.	
Swarm	Increases the strength of your Bug-type moves by 1.5x when your HP falls below 1/3 of its max HPs.	
Swift Swim	Doubles your Speed when it is raining.	
Synchronize	Makes your opponent suffer from the same status conditions when you are inflicted with the Poison, Paralyze, or Burn condition.	Makes it more probable that you will encounter Pokémon with the same nature as you.
Tangled Feet	Raises your Accuracy when you're Confused.	
Technician	Increases the power of moves that are less than 60 in Power by 1.5x. (*4)	
Thick Fat	Halves the damage inflicted on you by your opponent's Fire and Ice-type moves.	
Tinted Lens	Boosts "not very effective" moves against opponents. *2	
Torrent	Increases the strength of your Water-type moves by 1.5x when your HP falls below 1/3 of its max HPs.	
Trace	Gives you the same ability as your opponent. *11	
Truant	Pokémon can only move every other turn.	
Unaware	You are unaffected by your opponent's stats changes.	
Unburden	Doubles your Speed when you run out of items. Your Speed will be back to normal when you have items again. (*2)	
Vital Spirit	Prevents Pokémon from getting a Sleep condition.	Makes it more probable that you will come across high-level wild Pokémon.
Volt Absorb	Restores Pokémon's HP when Pokémon is attacked by Electric-type attacks. Thunder Wave will also restore Pokémon's HP too.	
Water Absorb	Restores your HP without receiving damage when attacked by Water-type moves.	
Water Veil	Protects you from the Burn condition.	
White Smoke	Prevents you being affected by opponent moves and abilities that lower your stats.	Makes it less probable that you will come across wild Pokémon.
Wonder Guard	Prevents all damage, except that received from "super effective" hits.	

ADDITIONAL EFFECTS OF ABILITIES

*1 Has no effect on Flying Type Pokémon and the ones that have the Ability "Levitate".

*2 1/2 x damage becomes normal and 1/4 x damage becomes 1/2x.

*3 Has no effect on each other if both Pokémon have the Ability "Shadow Tag".

*4 Except for Abilities that have post-attack effects. For instance, you can make a critical hit on an opponent with "Shell Armor (Battle Armor)" but still suffer damage by "Rough Skin".

*5 Not effective if you don't have any items in the beginning.

*6 Increases the damage by Fire-type moves. Receive damage every turn when it's "Sunny".

*7 The moves, "Jump Kick" and "Hi Jump Kick"

*8 Includes the moves that change the strength, and cases the effects of moves change the strength.

*9 The moves, "Ice Punch", "Fire Punch", "Thunder Punch", "Mach Punch", "Mega Punch", "Comet Punch", "Bullet Punch" and "Sky Uppercut".

*10 Castform will turn into Fire Type under "Sunny" weather, Water Type under "Rain" weather and Ice Type under "Hail" weather.

*11 The Abilities "Forecast" and "Trace" are excluded.

*12 The moves, "Snore", "Heal Bell", "Screech", "Sing", "Chatter", "Metal Sound", "Grass whistle", "Uproar", "Super Sonic", "Growl", "Hyper Voice", "Roar", "Perish Song", "Bug Buzz".

*13 Abilities "Liquid Ooze", "Aftermath" and "Rough Skin", Weather "Sandstorm" and "Hail" status, "Poison", "Modoku", "Burn"," "Nightmare", "Curse", "Yadorigi", "Bind", "Sand Tomb", "Fire Spin", "Wrap", "Clamp", and "Magma Storm" status. Effects from moves "Poison Spikes", "Stealth Rock" and "Spikes". Effects of items "Black Sludge", "Sticky Barb" and "Life Orb". Backlash of your own move. Backlash of your unsuccessful moves"

*14 Probability of Gathering (Picking up) increases as Pokémon's level goes up.

*15 Items changes based on Pokémon's level.

POKÉMON NATURES AND CHARACTERISTICS

POKÉMON NATURES

EACH POKÉMON has its own nature which makes a difference in how their stats grow upon leveling up. They have preferences in Poffin flavors, too. Feed them the Poffin they like and it raises their conditions better.

POKÉMON'S NATURE

STATS	ATTACK	DEFENSE	SPEED	SPECIAL ATTACK	SPECIAL DEFENSE
POFFIN FLAVOR	SPICY	SOUR	SWEET	DRY	BITTER
Hardy					
Lonely	○	▲			
Brave	○		▲		
Adamant	○			▲	
Naughty	○				▲
Bold	▲	○			
Docile					
Relaxed		○	▲		
Impish		○		▲	
Lax		○			▲
Timid	▲		○		
Hasty		▲	○		
Serious					
Jolly			○	▲	
Naive			○		▲
Modest	▲			○	
Mild		▲		○	
Quiet			▲	○	
Bashful					
Rash				○	▲
Calm	▲				○
Gentle		▲			○
Sassy			▲		○
Careful				▲	○
Quirky					

○.....Stat that grows faster upon leveling up. The Poffin flavor that Pokémon of this nature loves.

▲......Stat that won't grow much upon leveling up. The Poffin flavor that Pokémon of this nature hates.

POKÉMON'S CHARACTERISTICS

BESIDES NATURE, each Pokémon has characteristics, too. What stat grows faster varies based on these characteristics. For instances, the Pokémon that has a characteristic that makes HP grow faster levels up to have its HP grow faster than other stats.

STAT THAT GROWS FASTER	CHARACTERISTICS
HP	Loves eating Takes naps a lot Daydreams a lot Untidy Loves to relax

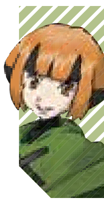
STAT THAT GROWS FASTER	CHARACTERISTICS
Attack	Proud of its strength Loves to thrash around Short tempered Loves to fight Hot blooded

STAT THAT GROWS FASTER	CHARACTERISTICS
Defense	Strong Tolerant Tenacious Patient Enduring

STAT THAT GROWS FASTER	CHARACTERISTICS
Speed	Loves to race Sensitive to sound Spaz Clown Runs away fast

STAT THAT GROWS FASTER	CHARACTERISTICS
Special Attack	Curious Mischievous Shrewd Pondering Very organized

STAT THAT GROWS FASTER	CHARACTERISTICS
Special Defense	Obstinate Vanity Competitive Hates to lose Stubborn



ITEMS

ITEM	DESCRIPTION	HOW TO OBTAIN	PRICE
Adamant Orb	Exclusively for Dialga. Raises the strength of Dragon- and Steel-type moves.	Spear Pillar (Diamond only).	
Air Mail	A colorfully printed letter.	Jubilife City / Eterna City.	50
Amulet Coin	Let your Pokémon battle at least once and the prize money will be doubled.	Amity Square in Hearthome City.	
Antidote	Cures Poison condition.	Pokémart (from the beginning).	100
Armor Fossil	A Pokémon fossil. Will be restored into Shieldon.	Dig out in Underground (Pearl only).	
Awakening	Cures Sleep condition.	Pokémart (after winning Oreburgh City Gym battle).	250
Bicycle	A fast-running bicycle. Has shift gears.	A store manager of a bike shop.	
Big Mushroom	Can be sold for 2500 Poké Dollars.	Mt. Coronet.	
Big Pearl	Can be sold for 3750 Poké Dollars.	Route 213.	
Big Root	Allows you to heal more with HP-absorbing moves.	Route 214.	
Black Belt	Raises the strength of Fighting-type moves.	An old man in a house on Route 221.	
Black Flute	A flute made of glass. Makes it less probable to meet wild Pokémon.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Black Glasses	Raises the strength of Dark-type moves.	Talk to an old man in a house in Celestic Town in the daytime.	
Black Sludge	Restores your HP during battles. (*4)	Wild Croagunk and Toxicroak sometimes hold it.	
Bloom Mail	A letter that has pretty flower patterns printed on it.	Floaroma Town.	50
Blue Flute	A flute made of glass. Cures Sleep condition.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Blue Scarf	Pokémon will score high in a Beauty division Super Contest.	A Scarf man in Pastoria City.	
Blue Shard	Collect 10 of them and you can trade them for TM18 Rain Dance.	Dig out in Underground.	
Bright Powder	Raises your Evasion.	Exchange for Battle Points at Battle Park in Fight Area.	48BP
Bubble Mail	A letter that has a picture of a world of blue water printed on it.	Veilstone Dept. Store 1 FL.	50
Burn Heal	Cures Burn condition.	Pokémart (After winning Oreburgh City Gym battle).	250
Calcium	Raises the basic points of Special Attack.	Veilstone Dept. Store 2 FL / Route 209.	9800
Carbos	Raises the basic points of Speed.	Veilstone Dept. Store 2 FL / Route 220.	9800
Charcoal	Increases the strength of Fire-type moves.	Route 227.	
Choice Band	Lets you use only one move but raises your Attack by 1.5x.	Exchange for Battle Points at Battle Park in Fight Area.	48BP
Choice Scarf	Lets you use only one move but raises your Speed by 1.5x.	Exchange for Battle Points at Battle Park in Fight Area.	48BP
Choice Specs	Lets you use only one move but raises your Special Attack by 1.5x.	Talk to a man in a house in Celestic Town.	
Claw Fossil	A Pokémon fossil that can be restored into Anorith.	Dig them out in Underground.	
Cleanse Tag	Less likely to encounter wild Pokémon if held by the first Pokémon in the party.	An old lady in the Lost Tower 5 FL.	
Clefairy Doll	Makes sure that you will be able to elude wild Pokémon.	Veilstone Dept. Store 1 FL.	1000
Damp Mulch	Keeps the soil moist, which slows down the berry's growing process.	Old Man in Berry House on Route 208.	200
Damp Rock	Makes the effect of the move Rain Dance last longer.	Dig out in Underground.	
Dawn Stone	Makes a specific Pokémon evolve.	Mt. Coronet (2nd) 1 FL.	
DeepSeaScale	Doubles Clamperl's Special Defense (*5).	Wild Relicanth, Chinchou, and Lanturn sometimes hold it.	
DeepSeaTooth	Doubles Clamperl's Special Attack (*6).	Wild Carvanha and Sharpedo sometimes hold it.	
Destiny Knot	Let your Pokémon hold it – when inflicted with the Attract condition, you can also cast it on your opponent.	Route 224.	
Dire Hit	Makes it easier that your Pokémon's move will be a critical hit.	Veilstone Dept. Store 2 FL / Route 207.	650
Dome Fossil	A Pokémon Fossil that can be restored into Kabuto.	Dig out in Underground.	
Draco Plate	Raises the strength of Dragon-type moves.	Dig out in Underground.	
Dragon Fang	Raises the strength of Dragon-type moves.	Wild Bagon may sometimes hold it.	
Dragon Scale	Equip it on Seadra and trade it. It evolves into Kingdra.	Wild Horsea, Seadra, and Dratini sometimes hold it.	
Dread Plate	Raises the strength of Dark-type moves.	Old Chateau / dig out in Underground.	
Dubious Disc	Equip it on Porygon2 and trade it. It evolves into Porygon-Z.	Route 225.	
Dusk Stone	Makes a specific Pokémon evolve.	Galactic Warehouse.	
Earth Plate	Raises the strength of Ground-type moves.	Oreburgh Gate B1F / dig out in Underground.	
Electirizer	Equip it on Electabuzz and trade it. It evolves into Electivire.	Wild Elekid have it. (*1)	
Elixir	Restores PP of all a Pokémon's moves by 10 points.	Route 212 / Galactic Veilstone Building 2 FL.	
Energy Root	Restores Pokémon's HP by 200 points. Very bitter.	Herb Shop in Eterna City.	800
EnergyPowder	Restores Pokémon's HP by 50 points. Very bitter.	Herb Shop in Eterna City.	500
Escape Rope	When deep inside of caves and caverns, it enables you to come back to the entrance.	Pokémart (after winning Oreburgh City Gym battle).	550
Ether	Restores PP of one move by 10 points.	Eterna Forest / Route 215.	
Everstone	Prevents Pokémon from evolving.	Dig out in Underground.	
Exp. Share	Gains experience points without fighting in battles.	From Prof. Rowan's assistant in Eterna City.	
Expert Belt	Raises the strength of a move when it is super effective.	An old man in a house on Route 221.	
Fire Stone	Makes a specific Pokémon evolve.	Fuego Ironworks / dig out in Underground.	
Fist Plate	Raises the strength of Fighting-type moves.	Route 215 / dig out in Underground.	
Flame Mail	A letter that has a picture of a world of red blazing fire printed on it.	Veilstone Dept. Store 1 FL.	50
Flame Orb	Puts you in Burn status during a battle.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Flame Plate	Raises the strength of Fire-type moves.	Dig out in Underground.	
Fluffy Tail	Lets you flee from wild Pokémon you encounter.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Focus Band	When HP is full, always leaves 1 HP even after receiving a move that makes you faint.	An old man in a house on Route 221.	
Focus Sash	Always leaves 1 HP after attacks that make you faint.	An old man in a house on Route 221.	
Fresh Water	Restores Pokémon's HP by 50 points.	Veilstone Dept. Store 5 FL.	200
Full Heal	Cures all the special conditions.	Pokémart (after winning Hearthome City Gym battle).	600
Full Incense	Makes you attack second.	Veilstone City.	
Full Restore	Restores all your HP and cures all the special conditions.	Pokémart (after winning Sunyshore City Gym battle).	3000
Gooey Mulch	Makes your berry ripe and fall quicker and germinate more frequently.	Old Man in Berry House on Route 208.	200
Grass Mail	A letter that has a picture of a refreshingly green field printed on it.	Veilstone Dept. Store 1 FL.	50
Green Scarf	Pokémon will score high in a Smart division Super Contest.	A Scarf Man in Pastoria City.	
Green Shard	Collect 10 of them and you can trade them for TM07 Hail.	Dig out in Underground.	
Grip Claw	Makes the effect of the moves Bind and Wrap last longer.	Wayward Cave B1F.	
Growth Mulch	Keeps the soil relatively dry which makes the berry grow faster.	Old Man in Berry House on Route 208.	200
Guard Spec.	Prevents your ally's stats from decreasing (being lowered) for 5 turns.	Veilstone Dept. Store 2 FL / Route 215.	700
Hard Stone	Raises the strength of Rock-type moves.	Dig out in Underground.	
Heal Powder	Cures all the special conditions. Very bitter.	Herb Shop in Eterna City.	450
Heart Mail	A letter that has a picture of a big heart printed on it.	Hearthome City.	50
Heart Scale	Lets you learn a move from Move Tutor in Pastoria City.	Dig out in Underground.	

ITEMS, CONT'D.

ITEM	DESCRIPTION	HOW TO OBTAIN	PRICE
Heat Rock	Makes the effect of the move Sunny Day last longer.	Dig out in Underground.	
Helix Fossil	A Pokémon fossil that can be restored into Omanyte.	Dig out in Underground.	
Honey	Lures wild Pokémon. You can use it on trees.	Floaroma Town / wild Combee always have it.	100
HP Up	Permanently raises a Pokémon's HP.	Veilstone Dept. Store 2 FL / Iron Island B2F.	9800
Hyper Potion	Restores Pokémon's HP by 200 points.	Pokémart (after winning Hearthome City Gym battle).	1200
Ice Heal	Recovers from being Frozen.	Pokémart (after winning Oreburgh City Gym battle).	250
Icicle Plate	Raises the strength of Ice-type moves.	A house on Route 217 / dig out in Underground.	
Icy Rock	Makes the effect of the move Hail last longer.	Dig out in Underground.	
Insect Plate	Raises the strength of Bug-type moves.	Dig out in Underground.	
Iron	Raises the basic points of Defense.	Veilstone Dept. Store 2 FL / Route 217.	9800
Iron Ball	Lowers your Speed. (*2)	Iron Island B1F / dig out in Underground.	
Iron Plate	Raises the strength of Steel-type moves.	Dig out in Underground.	
King's Rock	Sometimes makes the opponent flinch when your Pokémon uses attack moves.	Pokémon with Ability Pickup sometimes pick them up.	
Lagging Tail	Makes you attack on the second turn.	Route 226.	
Lava Cookie	A Lavaridge specialty. Cures all the special conditions.	Return a Suite Key to a woman at Valor Lakefront.	
Lax Incense	Raises your Evasion.	Route 225.	
Leaf Stone	Makes specific Pokémon evolve.	Floaroma Meadow / dig out in Underground.	
Leftovers	Gradually restores your HP every turn.	Wild Munchlax always have it.	
Lemonade	Restores your HP by 80.	Veilstone Dept. Store 5 FL.	350
Life Orb	Raises the strength of your moves even though it decreases your HP every time you attack.	Outside of Stark Mountain.	
Light Ball	Equipped on Pikachu, doubles Attack and Special Attack.	Wild Pikachu sometimes have it.	
Light Clay	Makes the effect of the moves Reflect and Light Screen last longer.	Mt. Coronet B1F / dig out in Underground.	
Luck Incense	Let the Pokémon holding it battle at least once and the prize will be doubled.	Ravaged Path.	
Lucky Egg	Lets you gain a little extra bonus experience points.	Wild Chansey sometimes have it.	
Lucky Punch	Makes it easier for Chansey's moves to make critical hits.	Equip it on the Pokémon you bring over from Fire Red and Leaf Green.	
Lunar Wing	A feather that glows like a moon. It's said to have a power that dismisses nightmares.	Get it on Fullmoon Island.	
Lustrous Orb	Exclusively for Palkia. Raises the strength of Dragon- and Water-type moves.	Spear Pillar (Pearl only).	
Macho Brace	Lowers your Speed by half but raises your stats basic points.	Show 3 kinds of Burmy to the boy in a house in Pastoria City.	
Magmarizer	Equip it on Magmar and trade it. It evolves into Magmortar.	Wild Magby may sometimes hold it. (*10)	
Magnet	Raises the strength of Electric-type moves.	Iron Island B2F.	
Max Elixir	Restores all the PP of all moves.	Mt. Coronet (1st) B1F.	
Max Ether	Restores all the PP of one move.	Iron Island B2F / Wayward Cave.	
Max Potion	Restores all HP.	Pokémart (after winning Snowpoint City Gym battle).	2500
Max Repel	Prevents you from encountering wild Pokémon during the time you walk for 250 steps.	Pokémart (after winning Hearthome City Gym battle).	700
Max Revive	Restores all of the HP of a fainted Pokémon.	Route 214 / Galactic Veilstone Building 2 FL / dig out in Underground.	
Meadow Plate	Raises the strength of Grass-type moves.	Dig out in Underground.	
Mental Herb	Cures Cute Charm. Good for one use.	Route 216.	
Metal Coat	Raises the strength of Steel-type moves.	Wild Steelix and Bronzor sometimes have it.	
Metal Powder	Doubles Ditto's Defense.	Wild Ditto sometimes have it.	
Metronome	Raises the strength of a certain move if used consecutively.	As a prize item at Veilstone Game Corner.	1000gc
Mind Plate	Raises the strength of Psychic-type moves.	Solaceon Ruins B4F / dig out in Underground.	
Miracle Seed	Raises the strength of Grass-type moves.	Floaroma Town / Floaroma Meadow.	
Moomoo Milk	Restores your HP by 100.	At Café Cabin on Route 210.	500
Moon Stone	Makes a specific Pokémon evolve.	Wild Clefairy sometimes have it / dig out in Underground.	
Muscle Band	Increases the strength of Physical moves.	Exchange for Battle Points at Battle Park in Fight Area.	48BP
Mystic Water	Raises the strength of Water-type moves.	Pastoria City.	
NeverMeltIce	Raises the strength of Ice-type moves.	Wild Snover sometimes have it.	
Nugget	Can be sold for 5000 Poké Dollars.	Solaceon Ruins B4F.	
Odd Incense	Equipped on Pokémon, it raises the strength of Psychic-type moves.	Solaceon Ruins B4F.	
Odd Keystone	A stone to be placed on the broken stone tower on Route 209.	A man on Route 208 / dig out in Underground.	
Old Gateau	A secret specialty of Eterna City. Cures all the special conditions.	Old Chateau 2 FL.	
Oval Stone	Makes specific Pokémon evolve.	Lost Tower 2 FL.	
Parlyz Heal	Cures Paralysis.	Pokémart (from the beginning).	200
Pearl	Can be sold for 700 Poké Dollars.	Route 223.	
Pink Scarf	Pokémon will score high in the Cuteness Contest.	A Scarf Man in Pastoria City.	
Poison Barb	Raises the strength of Poison-type moves.	Route 206 / wild Budew and Roselia sometimes have it.	
Potion	Restores Pokémon's HP by 20 points.	Pokémart (from the beginning).	300
Power Anklet	Lowers your Speed in battle but raises your overall Speed quicker.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Power Band	Lowers your Speed in battle but raises your overall Special Defense quicker.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Power Belt	Lowers your Speed in battle but raises your overall Defense quicker.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Power Bracer	Lowers your Speed in battle but raises your overall Attack quicker.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Power Herb	Lets you use the move right away when you have to use your 1st turn to build up the strength for the move otherwise.	Exchange for Battle Points at Battle Park in Fight Area.	32BP
Power Lens	Lowers your Speed but makes it easy for your Special Attack to go up.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Power Weight	Lowers your Speed but makes it easy for your HP to go up.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
PP Max	Raises the Max PP to the limit.	Route 224.	
PP Up	Raises the max PP of a move by 1.	Veilstone City / Route 213.	
Prism Sphere	Exclusively for Dialga. Raises the strength of Dragon and Steel-type moves.	Spear Pillar (Diamond only).	
Protector	Equip it on Rhydon and trade it. It evolves into Rhyperior.	Route 228.	
Protein	Raises the basic points of your Attack.	Veilstone Dept. Store 2 FL / Route 221.	9800
Pure Incense	Less likely to encounter wild Pokémon if held by the first Pokémon in the party.	Route 221.	
Quick Claw	Makes you able to attack first sometimes.	A woman on 1 FL in condominiums in Jubilife City.	
Quick Powder	Raises Ditto's Speed.	Wild Ditto often have it.	
Rare Bone	Can be sold for 5000 Poké Dollars.	Dig out in Underground.	
Rare Candy	Raise your Pokémon's level by 1.	Wayward Cave / Solaceon Ruins B4F.	
Razor Claw	Makes it easier that your Pokémon's move will be a critical hit.	Victory Road 1 FL.	
Razor Fang	Sometimes makes the opponent Flinch when your Pokémon uses Attack moves. (*7)	Battle Park in Fight Area.	



ITEMS, CONT.

ITEM	DESCRIPTION	HOW TO OBTAIN	PRICE
Reaper Cloth	Equip it on Dusclops and trade it. It evolves into Dusknoir.	Route 229; Turnback Cave.	
Red Flute	A flute made of glass. Cures Attract status.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Red Scarf	Pokémon will score high in a Coolness division Super Contest.	A Scarf man in Pastoria City.	
Red Shard	Collect 10 of them and you can trade them for TM11 Sunny Day.	Dig out in Underground.	
Repel	Prevents you from encountering wild Pokémon during the time you walk for 100 steps.	Pokémart (after winning Oreburgh City Gym battle).	350
Revival Herb	Makes a Pokémon fully recover from fainting.	Herb Shop in Eterna City.	2800
Revive	Restores half of the HP of a fainting Pokémon.	Pokémart (after winning Veilstone City Gym battle) / dig out in Underground.	1500
Rock Incense	Raises the strength of Rock-type moves.	Fuego Ironworks.	
Root Fossil	A Pokémon fossil that can be restored into Lileep.	Dig out in Underground.	
Rose Incense	Raises the strength of Grass-type moves.	Route 212.	
Sacred Ash	Fully restores HP of all the fainted Pokémon.	Equip it on the Pokémon you bring over from GBA Pokémon series. (*9)	
Scope Lens	Makes it easier for your attacks to produce critical hits.	A lady at Pokémart in Fight Area.	
Sea Incense	Raises the strength of Water-type moves.	Route 204.	
Sharp Beak	Increases the strength of Flying-type moves.	Wild Doduo and Fearow sometimes hold it.	
Shed Shell	Makes it certain that your Pokémon's able to switch with its ally.	Wild Beautifly and Dustox sometimes hold it.	
Shell Bell	Restores HP by 1/8 of the damage done to your opponent.	A woman on 2 FL of a condominium in Hearthome City.	
Shiny Stone	Makes specific Pokémon evolve.	Iron Island B3F.	
Shoal Salt	Salt you found in a cave on a shoal.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Shoal Shell	A shell you found in a cave on a shoal.	Equip it on the Pokémon you bring over from Ruby, Sapphire and Emerald.	
Silk Scarf	Raises the strength of Normal-type moves.	As a prize item at Veilstone Game Corner.	1000gc
Silverpowder	Raises the strength of Bug-type moves.	Eterna Forest.	
Skull Fossil	A Pokémon fossil. Will be restored into Cranidos.	Dig out in Underground (Diamond only).	
Sky Plate	Raises the strength of Flying-type moves.	Dig out in Underground.	
Smoke Ball	Makes sure that you will be able to escape from wild Pokémon.	Route 210.	
Smooth Rock	Makes the effect of the move Sandstorm last longer.	Dig out in Underground.	
Snow Mail	A letter that has a picture of a world of cold snow printed on it.	Snowpoint City.	50
Soda Pop	Restores Pokémon's HP by 60 points.	Veilstone Dept. Store 5 FL / Route 212.	300
Soft Sand	Raises the strength of Ground-type moves.	Mt. Coronet (1st) B1F.	
Soothe Bell	Makes your Pokémon bond better.	Pokémon Mansion.	
Soul Dew	Equip it on Latios or Latias to raise their Special Attack and Special Defense.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
Space Mail	A letter that has a picture of outer space printed on it.	Veilstone Dept. Store 1 FL.	50
Spell Tag	Raises the strength of Ghost-type moves.	A woman in a house on Route 217.	
Splash Plate	Raises the strength of Water-type moves.	Route 220 / dig out in Underground.	
Spooky Plate	Raises the strength of Ghost-type moves.	At Amity Square in Hearthome City / dig out in Underground.	
Stable Mulch	Makes your berry take longer to ripen and fall.	Old Man in Berry House on Route 208.	200
Star Piece	Can be sold for 4900 Poké Dollars.	Dig out in Underground.	
Stardust	Can be sold for 1000 Poké Dollars.	Oreburgh Gate B1F / Mt. Coronet (1st) B1F / wild Staryu and Starmie sometimes hold it.	
Steel Mail	A letter that has a picture of cool machinery printed on it.	Sunyshore City.	50
Stick	Makes it easier for Farfetch'd to produce critical hits.	Wild Farfetch'd may sometimes hold it.	
Sticky Barb	Receives damage in each turn (*1).	A man on Veilstone Dept. Store 5 FL.	
Stone Plate	Raises the strength of Rock-type moves.	Dig out in Underground.	
Sun Stone	Makes specific Pokémon evolve.	Dig out in Underground.	
Super Potion	Restores Pokémon's HP by 50 points.	Pokémart (after winning Oreburgh City Gym battle).	700
Super Repel	Prevents you from encountering wild Pokémon during the time you walk for 200 steps.	Pokémart (after winning Veilstone City Gym battle).	500
Super Rod	A new model, high-performance fishing rod to catch Pokémon.	Get it from a fisherman in Fight Area.	
Thick Club	Doubles Cubone's and Marowak's Attack.	Wild Cubone may sometimes hold it.	
Thunderstone	Makes a specific Pokémon evolve.	Sunyshore City / dig out in Underground.	
TinyMushroom	Can be sold for 250 Poké Dollars.	Mt. Coronet.	
Toxic Orb	Inflicts Poison condition during a battle.	Exchange for Battle Points at Battle Park in Fight Area.	16BP
Toxic Plate	Raises the strength of Poison-type moves.	Dig out in Underground.	
Tunnel Mail	A letter that has a picture of a coal mine printed on it.	Oreburgh City.	50
Twisted Spoon	Raises the strength of Psychic-type moves.	Wild Abra and Kadabra may sometimes hold it.	
Up-Grade	Equip it on Porygon and trade it. It evolves into Porygon 2.	Get it from Prof. Oak at a house in Eterna City.	
Water Stone	Makes a specific Pokémon evolve.	Route 214 / dig out in Underground.	
Wave Incense	Raises the strength of Water-type moves.	Route 210.	
White Flute	A flute made of glass. Makes it more probable to meet wild Pokémon.	Equip this item on Pokémon you transfer from Ruby, Sapphire, and Emerald.	
White Herb	Restores the lowered stats. Good for only one use.	Pokémon with Ability Pickup sometimes pick them up.	
Wide Lens	Raises your accuracy.	As a prize item at Veilstone Game Corner.	1000gc
Wise Glasses	Raises the strength of Special Attacks.	Talk to a man in a house in Celestic Town at night.	
X Accuracy	Raises the user Pokémon's Accuracy.	Veilstone Dept. Store 2 FL / Route 209.	950
X Attack	Raises the user Pokémon's Attack by 1.	Veilstone Dept. Store 2 FL / Route 205.	500
X Defend	Raises the user Pokémon's Defense by 1.	Veilstone Dept. Store 2 FL / Oreburgh Mine.	550
X Sp. Def	Raises the user Pokémon's Special Defense by 1.	Veilstone Dept. Store 2 FL / Route 214.	350
X Special	Raises the user Pokémon's Special Attack by 1.	Veilstone Dept. Store 2 FL / Route 212.	350
X Speed	Raises the user Pokémon's Speed by 1.	Veilstone Dept. Store 2 FL / Route 208.	350
Yellow Flute	A flute made of glass. Cures Confuse condition.		
Yellow Scarf	Pokémon will score high in a Tough division Super Contest.	A Scarf man in Pastoria City.	
Yellow Shard	Collect 10 of them and you can trade them for TM37 Sandstorm.	Dig out in Underground.	
Zap Plate	Raises the strength of Electric-type moves.	Dig out in Underground.	
Zinc	Raises the basic points of Special Defense.	Veilstone Dept. Store 2FL / Route 212.	9800
Zoom Lens	Makes it probable that your move will land when you attack after your opponent.	As a prize item at Veilstone Game Corner.	1000gc

KEY ITEMS

KEY ITEMS	DESCRIPTION	HOW TO OBTAIN	PRICE
Bicycle	A fast running Bicycle. Can shift gears.	From a store manager of a Bike Shop.	
Coin Case	A case that can contain 50,000 coins.	From a clown in a house in Veilstone City.	
Coupon 1	A ticket to be exchanged for a Pokétch application.	Correctly answer the clown's quiz in Jubilife City.	
Coupon 2	A ticket to be exchanged for a Pokétch application.	Correctly answer the clown's quiz in Jubilife City.	
Coupon 3	A ticket to be exchanged for a Pokétch application.	Correctly answer the clown's quiz in Jubilife City.	
Explorer Kit	A set of tools that are useful for explorations. Allows you to go to the Underground.	From Underground Man in Eterna City.	
Fashion Case	A case that neatly contains your stickers.	From an employee of Jubilife TV in Jubilife City.	
Galactic Key	A card key that decipher the security code to Team Galactic HQs.	B2F in Galactic Warehouse to Galactic Veilstone Building.	
Good Rod	A new good fishing rod. Catches Pokémon when used on waterfront.	From a fisherman on Route 209.	
Journal	A notebook that records the details of your journey.	From your mom in Twinleaf Town.	
Old Charm	A charm Cynthia entrusted you with to be handed over to the elder of Celestic Town.	From Cynthia that appears after you use Secret Potion on Route 210.	
Old Rod	An old ragged fishing rod. Catches Pokémon when used at waterfront.	From a fisher in Jubilife City.	
Pal Pad	A pad that registers your friends and records the details of your plays.	From Teala at Pokémon Wi-Fi Club in Oreburgh City.	
Parcel	You are keeping for your rival's mom to later deliver to your rival.	From your rival's mom in Twinleaf Town.	
Poffin Case	A case that keeps Poffin you've made.	From the president of Pokémon Fan Club in Hearthome City.	
Seal Case	A case that contains stickers to put on your Ball Capsule.	From a woman in a house in Solaceon Town.	
Secret Potion	A medicine to cure headaches of a group of Psyduck on Route 201.	From Cynthia on Valor Lakefront.	
Sprayduck	A watering tool. Used to grow your berries.	From a sales person at a flower shop in Floaroma Town.	
Storage Key	A key to Galactic warehouse in Veilstone City.	From a Team Galactic grunt at Galactic Veilstone Building in Veilstone City.	
Suite Key	A key from the Hotel Grand Lake.	Route 213.	
Town Map	A map that's ready and usable at anytime. Check your current whereabouts as well.	Deliver the package to your rival in Jubilife City.	
Vs. Seeker	Detects other Pokémon Trainers who want to battle. Gets charged by your walking.	From Professor's assistant on Route 207.	
Works Key	A key to enter Valley Windworks.	From a Team Galactic Grunt in Floaroma Town.	

ADDITIONAL DESCRIPTIONS OF ITEMS

*1 You find it on Elekid more frequently in Diamond than in Pearl.
*2 Sometimes it sticks to something it touches and cause damage.
*3 It makes Flying-type Pokémon or the ones with the Ability Levitate susceptible to Ground-type moves.
*4 It works only for Poison-type Pokémon. Decreases HP of all other Pokémon that are not Poison-type.
*5 Equip it on Clamperl and trade it. Clamperl evolves into Gorebyss.
*6 Equip it on Clamperl and trade it. Clamperl evolves into Huntail.
*7 Equip it on Gligar and make it level up between 8:00pm and 4:00am. Gligar evolves into Gliscor.
*8 Equip it on Sneasel and make it level up between 8:00pm and 4:00am. Sneasel evolves into Weavile.
*9 Transfer Sacred Ash that you've obtained in the GameCube game *Pokémon DX - Whirlwind of the Darkness* to one of the GBA Pokémon series.
*10 You find it on Magby more frequently in Pearl than in Diamond.
*11 Make Happiny hold it and make it level up between 4:00am and 8:00pm. Happiny evolves into Chansey.

ITEMS – POKÉ BALLS

ITEM	DESCRIPTION	HOW TO OBTAIN	PRICE
Poké Ball	For catching wild Pokémon	Pokémart (from the beginning).	200
Great Ball	Easier to catch Pokémon with than Poké Ball.	Pokémart (after winning Veilstone City Gym battle).	600
Ultra Ball	Easier to catch Pokémon with than Great Ball.	Pokémart (after winning Hearthome City Gym battle).	1200
Master Ball	Always catches any wild Pokémon.	From Cyrus on Galactic Veilstone Building 4 FL.	
Net Ball	Works well on Bug- and Water-type Pokémon.	Oreburgh City / Floaroma City.	1000
Nest Ball	The weaker the Pokémon is, the easier the capture.	Eterna City / Hearthome City.	1000
Repeat Ball	Works well on Pokémon you've caught before.	Canalave City / Pokémon League.	1000
Timer Ball	The more turns of battle, the easier the capture.	Celestic Town / Snowpoint City.	1000
Luxury Ball	Makes your captured Pokémon bond with you.	Sunyshore City / Pokémon League.	1000
Dusk Ball	Makes it easier to catch Pokémon at night or in dark places.	Solaceon Town / Pastoria City.	1000
Heal Ball	Heals HP and special conditions of the Pokémon you've caught.	Jubilife City / Oreburgh City.	300
Quick Ball	Use this ball right in the beginning of a battle.	Pastoria City / Celestic Town.	1000
Dive Ball	Makes it easier to catch Pokémon living in water.	Pokémon News Press in Solaceon Town.	
Premier Ball	A rare Poké Ball that commemorates something.	Purchase 10 Poké Balls at a time.	
Safari Ball	A special ball you can use only in Pastoria Great Marsh.	Pastoria Great Marsh (you get 30 balls for 500 Poké Dollars admission).	







WILD POKÉMON ITEMS

NO.	POKÉMON	ALWAYS	OFTEN	SOMETIMES
19	Rattata			Chilan Berry
20	Raticate			Chilan Berry
22	Fearow			Sharp Beak
25	Pikachu		Oran Berry	Light Ball
27	Sandshrew			Quick Claw
28	Sandslash			Quick Claw
35	Clefairy		Leppa Berry	Moon Stone
37	Vulpix	Rawst Berry		
46	Paras		Tiny Mushroom	Big Mushroom
49	Venomoth			Shed Shell
50	Diglett			Soft Sand
51	Dugtrio			Soft Sand
52	Meowth			Quick Claw
56	Mankey			Payapa Berry
57	Primeape			Payapa Berry
58	Growlithe	Rawst Berry		
61	Poliwhirl			King's Rock
63	Abra			TwistedSpoon
64	Kadabra			TwistedSpoon
72	Tentacool			Poison Barb
73	Tentacruel			Poison Barb
74	Geodude			Everstone
75	Graveler			Everstone
77	Ponyta			Shuca Berry
79	Slowpoke ●			Lagging Tail
81	Magnemite			Metal Coat
83	Farfetch'd			Stick
84	Doduo			Sharp Beak
88	Grimer			Nugget
90	Shellder		Pearl	Big Pearl
104	Cubone			Thick Club
108	Lickitung			Lagging Tail
110	Weezing			Smoke Ball
113	Chansey		Oval Stone	Lucky Egg
116	Horsea			Dragon Scale
117	Seadra			Dragon Scale
120	Staryu		Stardust	Star Piece
122	Mr. Mime ♦			Leppa Berry
132	Ditto		Quick Powder	Metal Powder
147	Dratini			Dragon Scale
148	Dragonair			Dragon Scale
161	Sentret			Oran Berry
170	Chinchou			Deepsea Scale
171	Lanturn			Deepsea Scale
172	Pichu			Oran Berry
173	Cleffa		Leppa Berry	Moon Stone
191	Sunkern			Coba Berry
193	Yanma			Wide Lens
203	Girafarig			Persim Berry
208	Steelix			Metal Coat
211	Quilfish			Poison Barb
213	Shuckle	Oran Berry		
215	Sneasel		Grip Claw	Quick Claw
222	Corsola			Hard Stone
231	Phanpy			Passho Berry
238	Smoochum	Aspear Berry		
239	Elekid		Electirizer ♦	Electirizer ●
240	Magby		Magmarizer ●	Magmarizer ♦
241	Miltank	Moomoo Milk		
262	Mightyena ♦			Pecha Berry
263	Zigzagoon			Oran Berry
267	Beautifly			Shed Shell
269	Dustox ●			Shed Shell

NO.	POKÉMON	ALWAYS	OFTEN	SOMETIMES
277	Swellow			Charti Berry
285	Shroomish			Kebia Berry
294	Loudred			Chesto Berry
299	Nosepass			Hard Stone
300	Skitty			Leppa Berry
303	Mawile			Occa Berry
304	Aron ♦			Hard Stone
315	Roselia			Poison Barb
316	Gulpin			Big Pearl
318	Carvanha			DeepSeaTooth
319	Sharpedo			DeepSeaTooth
322	Numel	Rawst Berry		
323	Camerupt	Rawst Berry		
325	Spoink			Tanga Berry
327	Spinda			Chesto Berry
328	Trapinch			Soft Sand
331	Cacnea			Sticky Barb
332	Cacturne			Sticky Barb
335	Zangoose			Quick Claw
337	Lunatone			Moon Stone
338	Solrock			Sun Stone
351	Castform	Mystic Water		
352	Kecleon ♦			Persim Berry
354	Banette			Spell Tag
355	Duskull			Kasib Berry
356	Dusclops			Kasib Berry
358	Chimecho			Colbur Berry
361	Snorunt			Baribi Berry
366	Clamperl			Big Pearl
369	Relicanth			DeepSeaScale
370	Luvdisc		Heart Scale	
371	Bagon ●			Dragon Fang
374	Beldum			Metal Coat
396	Starly			Yache Berry
397	Staravia			Yache Berry
400	Bibarel		Oran Berry	Sitrus Berry
401	Kricketot			Metronome
402	Kricketune			Metronome
406	Budew			Poison Barb
415	Combee	Honey		
418	Buizel			Wacan Berry
419	Floatzel			Wacan Berry
420	Cherubi			Miracle Seed
427	Buneary			Chople Berry
431	Glameow ●			Cheri Berry
432	Purugly ●			Cheri Berry
433	Chingling			Colbur Berry
434	Stunky ♦			Pecha Berry
435	Skuntank ♦			Pecha Berry
436	Bronzor			Metal Coat
437	Bronzong			Metal Coat
439	Mime Jr. ♦			Leppa Berry
441	Chatot			Metronome
443	Gible			Haban Berry
446	Munchlax	Leftovers		
451	Skorupi			Poison Barb
452	Drapion			Poison Barb
453	Croagunk			Black Sludge
454	Toxicroak			Black Sludge
456	Finneon			Rindo Berry
457	Lumineon			Rindo Berry
459	Snover			NeverMeltIce
460	Abomasnow			NeverMeltIce

ITEMS POKÉMON PICK UP WITH THE ABILITY PICK UP

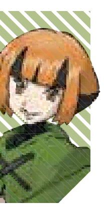
ITEMS	LEVEL OF POKÉMON THAT HAS PICKUP									
	LOW LEVEL								HIGH LEVEL	LEVEL 100
Potion	◎									
Antidote	○	◎								
Super Potion	○	○	◎							
Great Ball	○	○	○	◎						
Repel	○	○	○	○	◎					
Escape Rope	○	○	○	○	○	◎				
Full Heal	○	○	○	○	○	○	◎			
Hyper Potion	△	○	○	○	○	○	○	◎		
Ultra Ball	△	△	○	○	○	○	○	○	◎	
Revive		△	△	○	○	○	○	○	○	◎
Rare Candy			△	△	○	○	○	○	○	○
Dusk Stone				△	△	○	○	○	○	○
Shiny Stone					△	△	○	○	○	○
Dawn Stone						△	△	○	○	○
Full Restore							△	△	○	○
Max Revive								△	△	○
PP Up									△	△
Max Elixir										△
Hyper Potion	▲									
Nugget	▲	▲								
King's Rock		▲	▲							
Full Restore			▲	▲						
Ether				▲	▲					
White Herb					▲	▲				
TM44 Rest						▲	▲			
Elixir							▲	▲		
TM01 Focus Punch								▲	▲	
Leftovers									▲	▲
TM26 Earthquake										▲

◎......................Often ○......................Sometimes △......................Occasionally ▲......................Rarely

ACCESSORIES POKÉMON PICK UP AT AMITY SQUARE

PROBABILITY	POKÉMON				
	CLEFAIRY	DRIFLOON	PACHIRISU PSYDUCK	PIKACHU	BUNEARY HAPPINY
Sometimes	White Fluff	Pink Fluff	Jagged Boulder	Orange Fluff	Pink Scale
Sometimes	Orange Fluff	Red Feather	Snaggy Pebble	Brown Fluff	Shed Horn
Sometimes	White Feather	Yellow Feather	Brown Fluff	Small Leaf	Pink Fluff
Sometimes	Mini Pebble	Black Beard	Mini Pebble	Red Feather	Yellow Feather
Sometimes	Small Leaf	Narrow Scale	Black Moustache	Yellow Feather	Shed Claw
Sometimes	Blue Scale	White Fluff	Shed Horn	Yellow Fluff	Black Fluff
Sometimes	Magost Berry	Magost Berry	Magost Berry	Magost Berry	Magost Berry
Sometimes	Cornn Berry	Cornn Berry	Cornn Berry	Cornn Berry	Cornn Berry
Sometimes	Rabuta Berry	Rabuta Berry	Rabuta Berry	Rabuta Berry	Rabuta Berry
Sometimes	Nomel Berry	Nomel Berry	Nomel Berry	Nomel Berry	Nomel Berry
Occasionally	White Beard	White Moustache	Narrow Scale	Glitter Boulder	Mini Pebble
Occasionally	Thin Mushroom	Shed Claw	Mini Pebble	Big Scale	Big Leaf
Occasionally	Big Scale	Narrow Leaf	Green Scale	Black Moustache	Green Scale
Occasionally	Spelon Berry	Spelon Berry	Spelon Berry	Spelon Berry	Spelon Berry
Occasionally	Pamtre Berry	Pamtre Berry	Pamtre Berry	Pamtre Berry	Pamtre Berry
Occasionally	Watmel Berry	Watmel Berry	Watmel Berry	Watmel Berry	Watmel Berry
Occasionally	Durin Berry	Durin Berry	Durin Berry	Durin Berry	Durin Berry
Occasionally	Belue Berry	Belue Berry	Belue Berry	Belue Berry	Belue Berry
Rarely	Stump	Purple Scale	Thick Mushroom	Purple Scale	Black Pebble





BERRIES–SINNOH VERSION

	NO.	NAME	NO. OF BERRIES		TIME TO GROW TO THE NEXT STAGE	TIME THE BERRY TAKES TO RIPE	FLAVORS AND RICHNESS					SMOOTHNESS
			MIN.	MAX.			SPICY	DRY	SWEET	BITTER	SOUR	
	1	Cheri	2	5	3 hours	12 hours	Normal					☆☆☆☆
	2	Chesto	2	5	3	12		Normal				☆☆☆☆
	3	Pecha	2	5	3	12			Normal			☆☆☆☆
	4	Rawst	2	5	3	12				Normal		☆☆☆☆
	5	Aspear	2	5	3	12					Normal	☆☆☆☆
	6	Leppa	2	5	4	16	Normal		Normal	Normal	Normal	☆☆☆☆☆
	7	Oran	2	5	4	16	Normal	Normal		Normal	Normal	☆☆☆☆☆
	8	Persim	2	5	4	16	Normal	Normal	Normal		Normal	☆☆☆☆☆
	9	Lum	2	5	12	48	Normal	Normal	Normal	Normal		☆☆☆☆☆
	10	Sitrus	2	5	8	32		Normal	Normal	Normal	Normal	☆☆☆☆☆
	11	Figy	2	5	5	20	Normal					☆☆☆☆
	12	Wiki	2	5	5	20		Normal				☆☆☆☆
	13	Mago	2	5	5	20			Normal			☆☆☆☆
	14	Aguav	2	5	5	20				Normal		☆☆☆☆
	15	Iapapa	2	5	5	20					Normal	☆☆☆☆
	16	Razz	2	10	2	8	Normal	Normal				☆☆☆☆☆
	17	Bluk	2	10	2	8		Normal	Normal			☆☆☆☆☆
	18	Nanab	2	10	2	8			Normal	Normal		☆☆☆☆☆
	19	Wepear	2	10	2	8				Normal	Normal	☆☆☆☆☆
	20	Pinap	2	10	2	8	Normal				Normal	☆☆☆☆☆
	21	Pomeg	2	5	8	32	Normal		Normal	Normal		☆☆☆☆☆
	22	Kelpsy	2	5	8	32		Normal		Normal	Normal	☆☆☆☆☆
	23	Qualot	2	5	8	32	Normal		Normal		Normal	☆☆☆☆☆
	24	Hondew	2	5	8	32	Normal	Normal		Normal		☆☆☆☆☆
	25	Grepa	2	5	8	32		Normal	Normal		Normal	☆☆☆☆☆
	26	Tamato	2	5	8	32	Relatively rich	Normal				☆☆☆☆

☆......Not smooth ☆☆......Not very smooth ☆☆☆......Relatively smooth ☆☆☆☆......Smooth ☆☆☆☆☆......Very smooth

	SUCTION FORCE	AVAILABLE ON THE FIELD	EFFECT	LOCATIONS	NAME	NO.
	Relatively strong	○	Pokémon heals itself when Paralyzed.	Floaroma Town / Route 205 / A flower shop in Floaroma Town.	Cheri	1
	Relatively strong	○	Pokémon heals itself when put to sleep.	Route 205 / Route 209 / A flower shop in Floaroma Town.	Chesto	2
	Relatively strong	○	Pokémon heals itself when Poisoned.	Route 205 / Route 215 / A flower shop in Floaroma Town.	Pecha	3
	Relatively strong	○	Pokémon heals itself when Burned.	Route 206 / Route 213 / A flower shop in Floaroma Town.	Rawst	4
	Relatively strong	○	Pokémon heals itself when Frozen.	Route 210 / Route 211 / A flower shop in Floaroma Town.	Aspear	5
	Relatively strong	○	Pokémon restores its PP by 10 when it's down to 0.	Route 209 / Route 221 / Berry Master on Route 208.	Leppa	6
	Relatively strong	○	Pokémon restores its HP by 10 when it's down to less than a half.	Floaroma Town / Route 205 / Berry Master on Route 208.	Oran	7
	Relatively strong	○	Pokémon heals itself when Confused.	Solaceon Town / Pastoria City / Berry Master on Route 208.	Persim	8
	Relatively weak	○	Pokémon cures special conditions by itself.	Route 212 / Berry Master on Route 208.	Lum	9
	Relatively weak	○	Pokémon restores its HP by 1/4 of its max HP when it's down to less than a half.	Fuego Ironworks / Route 210 / Berry Master on Route 208.	Sitrus	10
	Normal	○	Pokémon restores its HP when it's less than a half but can be Confused if it dislikes spicy flavor.	Solaceon Town / Route 218 / Berry Master on Route 208.	Figy	11
	Normal	○	Pokémon restores its HP when it's less than a half but can be Confused if it dislikes dry flavor.	Route 215 / Route 210 / Berry Master on Route 208.	Wiki	12
	Normal	○	Pokémon restores its HP when it's less than a half but can be Confused if it dislikes sweet flavor.	Route 215 / Route 221 / Berry Master on Route 208.	Mago	13
	Normal	○	Pokémon restores its HP when it's less than a half but can be Confused if it dislikes bitter flavor.	Route 213 / Route 210 / Berry Master on Route 208.	Aguav	14
	Normal	○	Pokémon restores its HP when it's less than a half but can be Confused if it dislikes sour flavor.	Route 213 / Route 211 / Berry Master on Route 208.	Iapapa	15
	Strong	○	An ingredient of Poffin.	Route 206 / Route 208 / Berry Master on Route 208.	Razz	16
	Strong	○	An ingredient of Poffin.	Eterna Forest / Route 207 / Berry Master on Route 208.	Bluk	17
	Strong	○	An ingredient of Poffin.	Solaceon Town / Route 208 / Berry Master on Route 208.	Nanab	18
	Strong	○	An ingredient of Poffin.	Fuego Ironworks / Berry Master on Route 208.	Wepear	19
	Strong	○	An ingredient of Poffin.	Route 208 / Route 210 / Berry Master on Route 208.	Pinap	20
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of HP.	Route 214 / Berry Master on Route 208.	Pomeg	21
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of Attack.	Fuego Ironworks / Berry Master on Route 208.	Kelpsy	22
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of Defense.	Route 222 / Berry Master on Route 208.	Qualot	23
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of Special Attack.	Route 221 / Berry Master on Route 208.	Hondew	24
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of Special Defense.	Route 211 / Berry Master on Route 208.	Grepa	25
	Relatively weak	○	Makes your Pokémon bond but lowers the basic points of Speed.	Route 212 / Berry Master on Route 208.	Tamato	26



BERRIES, CONT.

	NO.	NAME	NO. OF BERRIES		TIME TO GROW TO THE NEXT STAGE	TIME THE BERRY TAKES TO RIPE	FLAVORS AND RICHNESS					SMOOTHNESS
			MIN	MAX			SPICY	DRY	SWEET	BITTER	SOUR	
	27	Cornn	2	10	6	24		Relatively rich	Normal			☆☆☆☆
	28	Magot	2	10	6	24			Relatively rich	Normal		☆☆☆☆
	29	Rabuta	2	10	6	24				Relatively rich	Normal	☆☆☆☆
	30	Nomel	2	10	6	24	Normal				Relatively rich	☆☆☆☆
	31	Spelon	2	15	15	60	Rich	Normal				☆☆☆
	32	Pamtre	2	15	15	60		Rich	Normal			☆☆☆
	33	Watmel	2	15	15	60			Rich	Normal		☆☆☆
	34	Durin	2	15	15	60				Rich	Normal	☆☆☆
	35	Belue	2	15	15	60	Normal				Rich	☆☆☆
	36	Occa	2	5	18	72	Normal		Normal			☆☆☆☆
	37	Passho	2	5	18	72		Normal		Normal		☆☆☆☆
	38	Wacan	2	5	18	72			Normal		Normal	☆☆☆☆
	39	Rindo	2	5	18	72	Normal			Normal		☆☆☆☆
	40	Yache	2	5	18	72		Normal			Normal	☆☆☆☆
	41	Chople	2	5	18	72	Normal			Normal		☆☆☆☆
	42	Kebia	2	5	18	72		Normal			Normal	☆☆☆☆
	43	Shuca	2	5	18	72	Normal		Normal			☆☆☆☆
	44	Coba	2	5	18	72		Normal		Normal		☆☆☆☆
	45	Payapa	2	5	18	72			Normal		Normal	☆☆☆☆
	46	Tanga	2	5	18	72	Relatively rich				Normal	☆☆☆
	47	Charti	2	5	18	72	Normal	Relatively rich				☆☆☆
	48	Kasib	2	5	18	72		Normal	Relatively rich			☆☆☆
	49	Haban	2	5	18	72			Normal	Relatively rich		☆☆☆
	50	Colbur	2	5	18	72				Normal	Relatively rich	☆☆☆
	51	Babiri	2	5	18	72	Relatively rich	Normal				☆☆☆
	52	Chilan	2	5	18	72		Relatively rich	Normal			☆☆☆

☆......Not smooth ☆☆......Not very smooth ☆☆☆......Relatively smooth ☆☆☆☆......Smooth ☆☆☆☆☆......Very smooth

	SUCTION FORCE	AVAILABLE ON FIELD	EFFECT	LOCATIONS	NAME	NO.
	Normal		An ingredient of Poffin.	Amity Square in Hearthome City.	Cornn	27
	Normal		An ingredient of Poffin.	Amity Square in Hearthome City.	Magot	28
	Normal		An ingredient of Poffin.	Amity Square in Hearthome City.	Rabuta	29
	Normal		An ingredient of Poffin.	Amity Square in Hearthome City.	Nomel	30
	Relatively weak		An ingredient of Poffin.	Amity Square in Hearthome City.	Spelon	31
	Relatively weak		An ingredient of Poffin.	Amity Square in Hearthome City.	Pamtre	32
	Relatively weak		An ingredient of Poffin.	Amity Square in Hearthome City.	Watmel	33
	Relatively weak		An ingredient of Poffin.	Amity Square in Hearthome City.	Durin	34
	Relatively weak		An ingredient of Poffin.	Amity Square in Hearthome City.	Belue	35
	Relatively weak		Halves the damage of super effective Fire-type moves.	A berry lady in Pastoria City.	Occa	36
	Relatively weak		Halves the damage of super effective Water-type moves.	A berry lady in Pastoria City.	Passho	37
	Relatively weak		Halves the damage of super effective Electric-type moves.	A berry lady in Pastoria City / Wild Buizel and Floatzel sometimes have it.	Wacan	38
	Relatively weak		Halves the damage of super effective Grass-type moves.	A berry lady in Pastoria City / Wild Finneon sometimes have it.	Rindo	39
	Relatively weak		Halves the damage of super effective Ice-type moves.	A berry lady in Pastoria City / Wild Starly and Staravia sometimes have it.	Yache	40
	Relatively weak		Halves the damage of super effective Fighting-type moves.	A berry lady in Pastoria City / Wild Buneary sometimes have it.	Chople	41
	Relatively weak		Halves the damage of super effective Poison-type moves.	A berry lady in Pastoria City.	Kebia	42
	Relatively weak		Halves the damage of super effective Ground-type moves.	A berry lady in Pastoria City / Wild Ponyta sometimes have it.	Shuca	43
	Relatively weak		Halves the damage of super effective Flying-type moves.	A berry lady in Pastoria City.	Coba	44
	Relatively weak		Halves the damage of super effective Psychic-type moves.	A berry lady in Pastoria City.	Payapa	45
	Relatively weak		Halves the damage of super effective Bug-type moves.	A berry lady in Pastoria City.	Tanga	46
	Relatively weak		Halves the damage of super effective Rock-type moves.	A berry lady in Pastoria City.	Charti	47
	Relatively weak		Halves the damage of super effective Ghost-type moves.	A berry lady in Pastoria City.	Kasib	48
	Relatively weak		Halves the damage of super effective Dragon-type moves.	A berry lady in Pastoria City / Wild Gible sometimes have it	Haban	49
	Relatively weak		Halves the damage of super effective Dark-type moves.	A berry lady in Pastoria City / Wild Chingling and Chimecho sometimes have it.	Colbur	50
	Relatively weak		Halves the damage of super effective Steel-type moves.	A berry lady in Pastoria City.	Babiri	51
	Relatively weak		Halves the damage of super effective Normal-type moves.	A berry lady in Pastoria City.	Chilan	52







UNDERGROUND TREASURES

MANY ITEMS ARE BURIED in the walls of the Underground. They vary between Diamond and Pearl, with some items being easier to find in one game than the other.

	CHANCES OF DISCOVERY (BEFORE NATIONAL DEX)		CHANCES OF DISCOVERY (AFTER NATIONAL DEX)		NUMBERS OF SPHERES FOR A TRADE
TREASURES	DIAMOND	PEARL	DIAMOND	PEARL	
Armor Fossil	E	B	E	B	Blue Sphere (30-50)
Blue Shard	B	C	B	B	Blue Sphere (20-25)
Blue Sphere	A	A	A	A	
Claw Fossil	E	E	B	D	Blue Sphere (30-50)
Damp Rock	D	D	C	B	Blue Sphere (40-50)
Dome Fossil	E	E	D	B	Green Sphere (30-50)
Dragon Plate	D	D	D	D	Red Sphere (70-80)
Dread Plate	D	D	D	D	Red Sphere (70-80)
Earth Plate	D	D	D	D	Blue Sphere (70-80)
Everstone	D	D	B	B	Pale Sphere (25-35)
Fire Stone	D	D	B	C	Red Sphere (25-35)
Fist Plate	D	D	D	D	Prism Sphere (70-80)
Flame Plate	D	D	D	D	Red Sphere (70-80)
Green Shard	C	B	B	B	Green Sphere (25-35)
Green Sphere	A	A	A	A	
Hard Stone	D	D	B	B	Red Sphere (25-35)
Heart Scale	B	B	B	B	Red Sphere (5-10)
Heat Rock	D	D	B	C	Red Sphere (40-50)
Helix Fossil	E	E	B	D	Blue Sphere (30-50)
Icicle Plate	D	D	D	D	Blue Sphere (70-80)
Icy Rock	D	D	B	C	Pale Sphere (35-40)
Insect Plate	D	D	D	D	Blue Sphere (70-80)
Iron Plate	D	D	D	D	Prism Sphere (70-80)
Iron Sphere	D	D	D	C	Prism Sphere (40-50)
Leaf Stone	D	D	C	B	Green Sphere (25-35)
Light Clay	D	D	C	D	Pale Sphere (40-50)

	CHANCES OF DISCOVERY (BEFORE NATIONAL DEX)		CHANCES OF DISCOVERY (AFTER NATIONAL DEX)		NUMBERS OF SPHERES FOR A TRADE
TREASURES	DIAMOND	PEARL	DIAMOND	PEARL	
Max Revive	D	D	D	D	Pale Sphere (40-50)
Meadow Plate	D	D	D	D	Blue Sphere (70-80)
Mind Plate	D	D	D	D	Pale Sphere (70-80)
Moon Stone	D	D	D	B	Pale Sphere (25-35)
Odd Keystone	E	E	D	D	Prism Sphere (50-60)
Old Amber	E	E	C	C	Prism Sphere (30-50)
Pale Sphere	B	B	B	B	
Prism Sphere	B	B	B	B	
Rare Bone	D	D	C	C	Pale Sphere (25-35)
Red Shard	C	B	B	B	Red Sphere (20-25)
Red Sphere	A	A	A	A	
Revive	C	C	C	C	Pale Sphere (5-10)
Root Fossil	E	E	D	B	Green Sphere (30-50)
Skull Fossil	B	E	B	E	Green Sphere (30-50)
Sky Plate	D	D	D	D	Blue Sphere (70-80)
Smooth Rock	D	D	C	B	Prism Sphere (35-40)
Splash Plate	D	D	D	D	Blue Sphere (70-80)
Spooky Plate	D	D	D	D	Pale Sphere (70-80)
Star Piece	D	D	C	C	Pale Sphere (35-45)
Stone Plate	D	D	D	D	Prism Sphere (70-80)
Sun Stone	D	D	B	D	Red Sphere (25-35)
Thunderstone	D	D	B	C	Prism Sphere (25-35)
Toxic Plate	D	D	D	D	Pale Sphere (70-80)
Water Stone	D	D	C	B	Blue Sphere (25-35)
Yellow Shard	B	C	B	B	Prism Sphere (20-25)
Zap Plate	D	D	D	D	Prism Sphere (70-80)

A......High B......Not very high C......Relatively low D......Low E......Zero

UNDERGROUND TRAPS

THESE CAN BE buried in the floor of the Underground. Gather them by trading with spheres, or release traps buried by other players.

TRAPS	DESCRIPTION	HOW TO RELEASE	LOCATION
Alert Trap 1	"Hello! Nice to meet you!" is displayed on the top screen.		Trade with 5-9 Pale Spheres in the Underground.
Alert Trap 2	"Good-bye! I'm going back up!" is displayed on the top screen.		Trade with 5-9 Pale Spheres in the Underground.
Alert Trap 3	"Let's go to Union Room!" is displayed on the top screen.		Trade with 5-9 Pale Spheres in the Underground.
Alert Trap 4	"Please come here!" is displayed on the top screen.		Trade with 5-9 Pale Spheres in the Underground.
Big Smoke Trap	A big smoke comes out so you can't move	Touch the smoke.	Trade with 12-16 Red Spheres in the Underground.
Bubble Trap	Creates large bubbles that trap you.	Touch the bubble.	Trade with 12-16 Blue Spheres in the Underground.
Confuse Trap	Makes you move in random directions.	Take 50 steps.	Trade with 10-12 Pale Spheres in the Underground.
Crater Trap	Gets you stuck in a hole where you can't move for a long time.	Press the button 20 times.	Trade with 12-15 Hard Spheres in the Underground.
Digger Drill	Allows you to build a secret base in a wall in front of you.		Trade for 15-30 random sphere in the Underground.
Ember Trap	A small fire appears to immobilize you.	Blow on your mic.	Trade with 5-9 Red Spheres in the Underground.
Fire Trap	A huge fire appears to immobilize you.	Blow on your mic.	Trade with 20-30 Red Spheres in the Underground.
Flower Trap	Petals whirl up all over the screen so you can't move.	Blow on your mic.	Trade with 30-40 Jade Spheres in the Underground.
Foam Trap	Creates small bubbles that trap you.	Touch the foam.	Trade with 5-7 Blue Spheres in the Underground.
Fog Trap	Smoke completely clouds the screen.	Touch the smoke.	Trade with 12-16 Red Spheres in the Underground.
Hole Trap	Gets you stuck in a hole and can't move	Press the button 10 times	Trade with 3-6 Prism Spheres in the Underground.
Hurl Trap →	Throws you far to the right.		Trade with 12-15 Red Spheres in the Underground.
Hurl Trap ←	Throws you far to the left.		Trade with 12-15 Red Spheres in the Underground.
Hurl Trap ↑	Throws you far upward.		Trade with 12-15 Blue Spheres in the Underground.
Hurl Trap ↓	Throws you far downward.		Trade with 12-15 Blue Spheres in the Underground.
Leaf Trap	Leaves whirl up all over the screen so you can't move .	Blow on your mic.	Trade with 15-19 Jade Spheres in the Underground.
Move Trap ↑	Throws you upward.		Trade with 3-6 Blue Spheres in the Underground.
Move Trap →	Throws you to the right.		Trade with 3-6 Red Spheres in the Underground.
Move Trap ←	Throws you to the left.		Trade with 3-6 Red Spheres in the Underground.
Move Trap ↓	Throws you downward.		Trade with 3-6 Blue Spheres in the Underground.
Pit Trap	Gets you stuck in a hole where you can't move.	Press the button 10 times.	Trade with 3-6 Hard Spheres in the Underground.
Reverse Trap	Makes you move in the opposite direction of the side of the d-pad you press.	Take 20 steps.	Trade with 10-12 Pale Spheres in the Underground.
Rock Trap	A rock falls on you so you can't move.	Touch the rock.	Trade with 3-6 Blue Spheres in the Underground.
Rockfall Trap	A big rock falls on you so you can't move.	Touch the big rock.	Trade with 8-15 Blue Spheres in the Underground.
Smoke Trap	Smoke clouds the screen.	Touch the smoke.	Trade with 5-7 Red Spheres in the Underground.

DECORATIVE GOODS

THESE ARE ITEMS you can use to decorate your secret base. Obtain them by trading spheres or visiting Mr. Goods.

GOODS	LOCATIONS AND CONDITIONS	PRICE
Alert Tool 1	Trade with 20-50 Pale Spheres in the Underground.	
Alert Tool 2	Trade with 20-50 Pale Spheres in the Underground.	
Alert Tool 3	Trade with 20-50 Pale Spheres in the Underground.	
Alert Tool 4	Trade with 20-50 Pale Spheres in the Underground.	
Beauty Cup	Mr. Goods in Hearthome City (after winning the Master Rank in Beauty Contest).	
Big Bookshelf	Trade with 20-25 Jade Spheres in the Underground.	
Big Oil Drum	Trade with 10-40 Pale Spheres in the Underground.	
Big Smoke Tool	Trade with 28-32 Red Spheres in the Underground.	
Big Table	Trade with 12-15 Blue Spheres in the Underground.	
Bike Rack	Trade with 35-49 Jade Spheres in the Underground.	
Binoculars	Trade with 10-40 Pale Spheres in the Underground.	
Blue Crystal	Mr. Goods in Hearthome City (after greeting 100 people in Underground).	
Blue Cushion	Trade with 8-10 Red Spheres In the Underground.	
Blue Tent	Trade with 20-70 Pale Spheres in the Underground.	
Bonsai	Trade with 8-10 Jade Spheres in the Underground.	
Bonsly Doll	Veilstone Dept. Store 4 FL in Veilstone City.	2000
Bronze Trophy	Win 20 times consecutively in Single Battle at Battle Tower in Fight Area	
Bubble Tool	Trade with 28-32 Blue Spheres in the Underground.	
Buizel Doll	Veilstone Dept. Store 4 FL in Veilstone City.	3000
Bulbasaur Doll	Trade with 25-30 Green Spheres in the Underground.	
Buneary Doll	Trade with 15-30 Pale Spheres in the Underground / Underground Man in Eterna City.	
Charmander Doll	Trade with 25-30 Red Spheres in the Underground.	
Chatot Doll	Veilstone Dept. Store 4 FL in Veilstone City.	3000
Chikorita Doll	Trade with 20-25 Green Spheres in the Underground.	
Chimchar Doll	Trade with 25-40 Red Spheres in the Underground / Underground Man in Eterna City.	
Clear Tent	Trade with 40-99 Pale Spheres in the Underground.	
Clefairy Doll	Trade with 40-70 Pale Spheres in the Underground.	
Container	Trade with 10-40 Pale Spheres in the Underground.	
Cool Cup	Mr. Goods in Hearthome City (after winning the Master Rank in Cool Contest).	
Crate	Trade with 33-40 Red Spheres in the Underground.	
Cupboard	Trade with 20-25 Jade Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	1000
Cupboard Box	Trade with 20-25 Red Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	
Cute Cup	Mr. Goods in Hearthome City (after winning the Master Rank in Cute Contest).	
Cyndaquil Doll	Trade with 25-30 Red Spheres in the Underground.	
Dainty Flowers	Trade with 8-10 Jade Spheres in the Underground.	
Display Shelf	Trade with 12-15 Jade Spheres in the Underground.	
Drifloon Doll	Trade with 33-40 Blue Spheres in the Underground.	
Ember Tool	Trade with 15-18 Red Spheres in the Underground.	
Feathery Bed	Trade with 33-40 Blue Spheres in the Underground.	
Fire Tool	Trade with 33-40 Red Spheres in the Underground.	
Flower Tool	Trade with 65-80 Green Spheres in the Underground.	
Foam Tool	Trade with 12-14 Blue Spheres in the Underground.	
Game System	Trade with 48-50 Hard Spheres in the Underground.	
Glameow Doll	Trade with 15-20 Blue Spheres in the Underground.	
Glitter Gem	Underground Man in Eterna City (take 50 flags).	
Globe	Mr. Goods in Hearthome City (after GTS opens, use Nintendo Wi-Fi Connection).	
Gold Trophy	Win 100 times consecutively in Single Battle at Battle Tower in Fight Area.	
Green Bike	Trade with 33-40 Jade Spheres in the Underground.	
Gym Statue	Mr. Goods in Hearthome City (after obtaining 8 Gym badges).	
Happiny Doll	Trade with 40-70 Pale Spheres in the Underground.	
Healing Machine	Trade with 90-99 Hard Spheres in the Underground.	
Hole Tool	Trade with 10-12 Blue Spheres in the Underground	
Iron Beam	Trade with 9-10 Hard Spheres in the Underground.	
Jigglypuff Doll	Trade with 40-70 Pale Spheres in the Underground.	
Lab Machine	Trade with 28-30 Hard Spheres in the Underground.	
Lavish Flowers	Trade with 8-10 Jade Spheres in the Underground.	
Leaf Tool	Trade with 30-38 Green Spheres in the Underground.	
Long Table	Trade with 12-15 Blue Spheres in the Underground.	
Lovely Flowers	Trade with 8-10 Jade Spheres in the Underground.	
Mantyke Doll	Veilstone Dept. Store 4 FL in Veilstone City.	3000
Maze Block 1	Trade with 48-50 Hard Spheres in the Underground.	
Maze Block 2	Trade with 48-50 Hard Spheres in the Underground.	
Maze Block 3	Trade with 48-50 Hard Spheres in the Underground.	
Maze Block 4	Trade with 48-50 Hard Spheres in the Underground.	
Maze Block 5	Trade with 48-50 Hard Spheres in the Underground.	
Meowth Doll	Trade with 15-20 Red Spheres in the Underground.	
Mime Jr. Doll	Veilstone Dept. Store 4 FL in Veilstone City.	2000
Minun Doll	Trade with 60-70 Blue Spheres in the Underground.	
Mudkip Doll	Trade with 33-40 Blue Spheres in the Underground.	
Munchlax Doll	Veilstone Dept. Store 4 FL in Veilstone City.	2000
Mystic Gem	Underground Man in Eterna City (take 10 flags).	
Oil Drum	Trade with 10-40 Pale Spheres in the Underground.	



DECORATIVE GOODS, CONT'D.

GOODS	LOCATIONS AND CONDITIONS	PRICE
Pachirisu Doll	Trade with 70-99 Pale Spheres in the Underground.	
Pikachu Doll	Trade with 70-99 Pale Spheres in the Underground.	
Pink Crystal	Mr. Goods in Hearthome City (after giving decorative goods to 100 people in Underground).	
Pink Dresser	Trade with 50-60 Jade Spheres in the Underground.	
Piplup Doll	Trade with 35-40 Blue Spheres in the Underground / Underground Man in Eterna City.	
Pit Tool	Trade with 25-30 Blue Spheres in the Underground.	
Plain Table	Trade with 8-10 Blue Spheres in the Underground / Underground Man in Eterna City.	
Plusle Doll	Trade with 60-70 Red Spheres in the Underground.	
Poké Center Flower	Trade with 10-40 Pale Spheres in the Underground.	
Poké Center Table	Trade with 20-25 Blue Spheres in the Underground.	
Potted Plant	Trade with 20-25 Red Spheres in the Underground.	
Pretty Flowers	Trade with 8-10 Jade Spheres in the Underground.	
Pretty Gem	Underground Man in Eterna City (take 1 flag).	
Pretty Sink	Trade with 9-10 Hard Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	3000
Red Bike	Trade with 33-40 Red Spheres in the Underground.	
Red Crystal	Mr. Goods in Hearthome City (after digging 100 fossils in the Underground).	
Red Tent	Trade with 20-70 Pale Spheres in the Underground.	
Refrigerator	Trade with 12-15 Jade Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	1000
Research Shelf	Trade with 12-15 Jade Spheres in the Underground.	
Rock Tool	Trade with 10-12 Red Spheres in the Underground.	
Rockfall Tool	Trade with 25-30 Red Spheres in the Underground.	
Shiny Gem	Underground Man in Eterna City (take 3 flags).	
Shop Shelf	Trade with 35-49 Jade Spheres in the Underground.	
Silver Trophy	Win 50 times consecutively in Single Battle at Battle Tower in Fight Area.	
Skitty Doll	Trade with 15-20 Green Spheres in the Underground	
Small Bookshelf	Trade with 8-10 Jade Spheres in the Underground / Underground Man in Eterna City.	
Small Table	Trade with 8-10 Blue Spheres in the Underground.	
Smart Cup	Mr. Goods in Hearthome City (after winning the Master Rank in Smart Contest).	
Smoke Tool	Trade with 12-14 Red Spheres in the Underground.	
Snorlax Doll	Trade with 80-99 Red Spheres in the Underground.	
Squirtle Doll	Trade with 25-30 Blue Spheres in the Underground.	
Test Machine	Trade with 28-30 Hard Spheres in the Underground.	
Torchic Doll	Trade with 25-30 Red Spheres in the Underground.	
Totodile Doll	Trade with 25-30 Blue Spheres in the Underground.	
Tough Cup	Mr. Goods in Hearthome City (after winning the Master Rank in Tough Contest).	
Trash Can	Trade with 8-10 Red Spheres in the Underground.	
Treecko Doll	Trade with 25-30 Green Spheres in the Underground.	
Turtwig Doll	Trade with 35-40 Jade Spheres in the Underground / Underground Man in Eterna City.	
TV	Trade with 9-10 Hard Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	4500
Vending Machine	Trade with 8-10 Jade Spheres in the Underground.	
Wailord Doll	Trade with 80-99 Blue Spheres in the Underground.	
Weavile Doll	Trade with 28-30 Hard Spheres in the Underground.	
Wide Sofa	Trade with 20-25 Blue Spheres in the Underground.	
Wide Table	Trade with 12-15 Blue Spheres in the Underground.	
Wobbuffet Doll	Trade with 80-99 Green Spheres in the Underground.	
Wood Dresser	Trade with 20-25 Jade Spheres in the Underground.	
Wooden Chair	Trade with 8-10 Red Spheres in the Underground / Underground Man in Eterna City.	
Yellow Crystal	Mr. Goods in Hearthome City (after using 100 times in the Underground).	
Yellow Cushion	Trade with 8-10 Red Spheres in the Underground / Veilstone Dept. Store 4 FL in Veilstone City.	500



TYPE COMPATIBILITY CHART

THERE ARE TWO "TYPES" – The type of the moves Pokémon use in attacking and the types of Pokémon that receive the attacks. The amount of damage varies based on the compatibility of these two types. Master this chart and use it to your advantage!

ATTACK MOVE TYPES \ TYPES OF POKÉMON (THAT RECEIVE THE ATTACKS)	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													▲	✕			▲
FIRE		▲	▲	◎		◎						◎	▲		▲		◎
WATER		◎	▲	▲					◎				◎		▲		
GRASS		▲	◎	▲				▲	◎	▲		▲	◎		▲		▲
ELECTRIC			◎	▲	▲				✕	◎					▲		
ICE		▲	▲	◎		▲			◎	◎					◎		▲
FIGHTING	◎					◎		▲		▲	▲	▲	◎	✕		◎	◎
POISON				◎				▲	▲				▲	▲			✕
GROUND		◎		▲	◎			◎		✕		▲	◎				◎
FLYING				◎	▲		◎					◎	▲				▲
PSYCHIC							◎	◎			▲					✕	▲
BUG		▲		◎			▲	▲		▲	◎			▲		◎	▲
ROCK		◎				◎	▲		▲	◎		◎					▲
GHOST	✕										◎			◎		▲	▲
DRAGON															◎		▲
DARK							▲				◎			◎		▲	▲
STEEL		▲	▲		▲	◎							◎				▲

SYMBOLS

◎ = VERY EFFECTIVE X 2	▲ = NOT VERY EFFECTIVE X 0.5
NO SYMBOL = EFFECTIVE X 1	✕ = NO EFFECT AT ALL X 0

* Fire-type Pokémon don't get burnt. Ice-type Pokémon don't get frozen. Poison-type Pokémon don't get poisoned.







POKÉMON WEAKNESS EASY LOOKUP

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Abomasnow	Grass	Ice	Snow Warning		*Fire	Fighting	Poison	Flying	Bug	Rock	Steel			
Abra	Psychic		Synchronize	Inner Focus	Bug	Ghost	Dark							
Absol	Dark		Pressure	Super Luck	Fighting	Bug						Psychic		
Aerodactyl	Rock	Flying	Rock Head	Pressure	Water	Electric	Ice	Rock	Steel			Ground		
Aggron	Steel	Rock	Sturdy	Rock Head	*Fighting	*Ground	Water					Poison		
Aipom	Normal		Run Away	Pickup	Fighting							Ghost		
Alakazam	Psychic		Synchronyze	Inner Focus	Bug	Ghost	Dark							
Altaria	Dragon	Flying	Natural Cure		*Ice	Rock	Dragon					Ground		
Ambipom	Normal		Technician	Pick Up	Fighting							Ghost		
Ampharos	Electric		Static		Ground									
Anorith	Rock	Bug	Battle Armor		Water	Rock	Steel							
Arbok	Poison		Intimidate	Shed Skin	Ground	Psychic								
Arcanine	Fire		Intimidate	Flash Fire	Water	Ground	Rock					Fire *2		
Ariados	Bug	Poison	Swarm	Insomnia	Fire	Flying	Psychic	Rock						
Armaldo	Rock	Bug	Battle Armor		Water	Rock	Steel							
Aron	Steel	Rock	Sturdy	Rock Head	*Fighting	*Ground	Water					Poison		
Articuno	Ice	Flying	Pressure		*Rock	Fire	Electric	Steel				Ground		
Azelf	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Azumarill	Water		Thick Fat	Huge Power	Grass	Electric								
Azurill	Normal		Thick Fat	Huge Power	Fighting							Ghost		
Bagon	Dragon		Rock Head		Ice	Dragon								
Baltoy	Ground	Psychic	Levitate		Grass	Water	Ice	Bug	Ghost	Dark		Electric	Ground *1	
Banette	Ghost		Insomnia	Frisk	Ghost	Dark						Normal	Fighting	
Barboach	Water	Ground	Oblivious	Anticipation	*Grass							Electric		
Bastiodon	Rock	Steel	Sturdy		*Fighting	*Ground	Water					Poison		
Bayleef	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Beautifly	Bug	Flying	Swarm		*Rock	Fire	Electric	Ice	Flying			Ground		
Beedril	Bug	Poison	Swarm		Fire	Flying	Psychic	Rock						
Beldum	Steel	Psychic	Clear Body		Fire	Ground						Poison		
Bellossom	Grass		Chlorophyll		Fire	Ice	Poison	Flying	Bug					
Bellsprout	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Bibarel	Normal	Water	Simple	Unaware	Grass	Electric	Fighting					Ghost		
Bidoof	Normal		Simple	Unaware	Fighting							Ghost		
Blastoise	Water		Torrent		Grass	Electric								
Blaziken	Fire	Fighting	Blaze		Water	Ground	Flying	Psychic						
Blissey	Normal		Natural Cure	Serene Grace	Fighting							Ghost		
Bonsly	Rock		Sturdy	Rock Head	Grass	Water	Fighting	Ground	Steel					
Breloom	Grass	Fighting	Effect Spore	Poison Heal	*Flying	Fire	Ice	Poison	Psychic					
Bronzong	Steel	Psychic	Levitate	Heatproof	Fire	Ground *3						Poison		
Bronzor	Steel	Psychic	Levitate	Heatproof	Fire	Ground *3						Poison		
Budew	Grass	Poison	Natural Cure	Poison Point	Fire	Ice	Flying	Psychic						
Buizel	Water		Swift Swim		Grass	Electric								
Bulbasaur	Grass	Poison	Overgrow		Fire	Ice	Flying	Psychic						
Buneary	Normal		Run Away	Klutz	Fighting							Ghost		
Burmy	Bug		Shed Skin		Fire	Flying	Rock							
Butterfree	Bug	Flying	Compoundeyes		*Rock	Fire	Electric	Ice	Flying			Ground		
Cacnea	Grass		Sand Veil		Fire	Ice	Poison	Flying	Bug					
Cacturne	Grass	Dark	Sand Veil		*Bug	Fire	Ice	Fighting	Poison	Flying		Psychic		
Camerupt	Fire	Ground	Magma Armor	Solid Rock	*Water	Ground						Electric		
Carnivine	Grass		Levitate		Fire	Ice	Poison	Flying	Bug			Ground *1		
Carvanha	Water	Dark	Rough Skin		Grass	Electric	Fighting	Bug				Psychic		
Cascoon	Bug		Shed Skin		Fire	Flying	Rock							
Castform	Normal		Forecast		Fighting							Ghost		
Caterpie	Bug		Shield Dust		Fire	Flying	Rock							
Celebi	Psychic	Grass	Natural Cure		*Bug	Fire	Ice	Poison	Flying	Ghost	Dark			
Chansey	Normal		Natural Cure	Serene Grace	Fighting							Ghost		
Charizard	Fire	Flying	Blaze		*Rock	Water	Electric					Ground		
Charmander	Fire		Blaze		Water	Ground	Rock							
Charmeleon	Fire		Blaze		Water	Ground	Rock							
Chatot	Normal	Flying	Keen Eye	Tangled Feet	Electric	Ice	Rock					Ground	Ghost	
Cherrim	Grass		Flower Gift		Fire	Ice	Poison	Flying	Bug					
Cherubi	Grass		Chlorophyll		Fire	Ice	Poison	Flying	Bug					
Chikorita	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Chimchar	Fire		Blaze		Water	Ground	Rock							
Chimecho	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Chinchou	Water	Electric	Volt Absorb	Illuminate	Grass	Ground						Electric *2		
Chingling	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Clamperl	Water		Shell Armor		Grass	Electric								
Claydol	Ground	Psychic	Levitate		Grass	Water	Ice	Bug	Ghost	Dark		Electric	Ground *1	
Clefable	Normal		Cute Charm	Magic Guard	Fighting							Ghost		
Clefairy	Normal		Cute Charm	Magic Guard	Fighting							Ghost		
Cleffa	Normal		Cute Charm	Magic Guard	Fighting							Ghost		
Cloyster	Water	Ice	Shell Armor	Skill Link	Grass	Electric	Fighting	Rock						
Combee	Bug	Flying	Honey Gather		*Rock	Fire	Electric	Ice	Flying			Ground		
Combusken	Fire	Fighting	Blaze		Water	Ground	Flying	Psychic						

POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Corphish	Water		Hyper Cutter	Shell Armor	Grass	Electric								
Corsola	Water	Rock	Hustle	Natural Cure	*Grass	Electric	Fighting	Ground						
Cradily	Rock	Grass	Suction Cups		Ice	Fighting	Bug	Steel						
Cranidos	Rock		Mold Breaker		Grass	Water	Fighting	Ground	Steel					
Crawdaunt	Water	Dark	Hyper Cutter	Shell Armor	Grass	Electric	Fighting	Bug				Psychic		
Cresselia	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Croagunk	Poison	Fighting	Anticipation	Dry Skin	*Psychic	Ground	Flying					Water *2		
Crobat	Poison	Flying	Inner Focus		Electric	Ice	Psychic	Rock				Ground		
Croconaw	Water		Torrent		Grass	Electric								
Cubone	Ground		Rock Head	Lightningrod	Grass	Water	Ice					Electric		
Cyndaquil	Fire		Blaze		Water	Ground	Rock							
Delcatty	Normal		Cute Charm	Normalize	Fighting							Ghost		
Delibird	Ice	Flying	Vital Spirit	Hustle	*Rock	Fire	Electric	Steel				Ground		
Deoxys	Psychic		Pressure		Bug	Ghost	Dark							
Dewgong	Water	Ice	Thick Fat	Hydration	Grass	Electric	Fighting	Rock						
Dialga	Steel	Dragon	Pressure		Fighting	Ground						Poison		
Diglett	Ground		Sand Veil	Arena Trap	Grass	Water	Ice					Electric		
Ditto	Normal		Limber		Fighting							Ghost		
Dodrio	Normal	Flying	Run Away	Early Bird	Electric	Ice	Rock					Ground	Ghost	
Doduo	Normal	Flying	Run Away	Early Bird	Electric	Ice	Rock					Ground	Ghost	
Donphan	Ground		Sturdy		Grass	Water	Ice					Electric		
Dragonair	Dragon		Shed Skin		Ice	Dragon								
Dragonite	Dragon	Flying	Inner Focus		*Ice	Rock	Dragon					Ground		
Drapion	Poison	Dark	Battle Armor	Sniper	Ground							Psychic		
Dratini	Dragon		Shed Skin		Ice	Dragon								
Drifblim	Ghost	Flying	Aftermath	Unburden	Electric	Ice	Rock	Ghost	Dark			Normal	Fighting	Ground
Drifloon	Ghost	Flying	Aftermath	Unburden	Electric	Ice	Rock	Ghost	Dark			Normal	Fighting	Ground
Drowzee	Psychic		Insomnia	Forewarn	Bug	Ghost	Dark							
Dugtrio	Ground		Sand Veil	Arena Trap	Grass	Water	Ice					Electric		
Dunsparce	Normal		Serene Grace	Run Away	Fighting							Ghost		
Dusclops	Ghost		Pressure		Ghost	Dark						Normal	Fighting	
Dusknoir	Ghost		Pressure		Ghost	Dark						Normal	Fighting	
Duskull	Ghost		Levitate		Ghost	Dark						Normal	Fighting	Ground *1
Dustox	Bug	Poison	Shield Dust		Fire	Flying	Psychic	Rock						
Eevee	Normal		Run Away	Adaptability	Fighting							Ghost		
Ekans	Poison		Intimidate	Shed Skin	Ground	Psychic								
Electabuzz	Electric		Static		Ground									
Electivire	Electric		Motor Drive		Ground							Electric *1		
Electrike	Electric		Static	Lightningrod	Ground									
Electrode	Electric		Soundproof	Static	Ground									
Elekid	Electric		Static		Ground									
Empoleon	Water	Steel	Torrent		Electric	Fighting	Ground					Poison		
Entei	Fire		Pressure		Water	Ground	Rock							
Espeon	Psychic		Synchronize		Bug	Ghost	Dark							
Exeggcute	Grass	Psychic	Chlorophyll		*Bug	Fire	Ice	Poison	Flying	Ghost	Dark			
Exeggutor	Grass	Psychic	Chlorophyll		*Bug	Fire	Ice	Poison	Flying	Ghost	Dark			
Exploud	Normal		Soundproof		Fighting							Ghost		
Farfetch'd	Normal	Flying	Keen Eye	Inner Focus	Electric	Ice	Rock					Ground	Ghost	
Fearow	Normal	Flying	Keen Eye		Electric	Ice	Rock					Ground	Ghost	
Feebas	Water		Swift Swim		Grass	Electric								
Feraligatr	Water		Torrent		Grass	Electric								
Finneon	Water		Swift Swim	Storm Drain	Grass	Electric								
Flaaffy	Electric		Static		Ground									
Flareon	Fire		Flash Fire		Water	Ground	Rock					Fire *1		
Floatzel	Water		Swift Swim		Grass	Electric								
Flygon	Ground	Dragon	Levitate		*Ice	Dragon						Electric	Ground *1	
Forretress	Bug	Steel	Sturdy		*Fire							Poison		
Froslass	Ice	Ghost	Snow Cloak		Fire	Rock	Ghost	Dark	Steel			Normal	Fighting	
Furret	Normal		Run Away	Keen Eye	Fighting							Ghost		
Gabite	Dragon	Ground	Sand Veil		*Ice	Dragon						Electric		
Gallade	Psychic	Fighting	Steadfast		Flying	Ghost								
Garchomp	Dragon	Ground	Sand Veil		*Ice	Dragon						Electric		
Gardevoir	Psychic		Synchronize	Trace	Bug	Ghost	Dark							
Gastly	Ghost	Poison	Levitate		Psychic	Ghost	Dark					Normal	Fighting	Ground *1
Gastrodon	Water	Ground	Sticky Hold	Storm Drain	*Grass							Electric		
Gengar	Ghost	Poison	Levitate		Psychic	Ghost	Dark					Normal	Fighting	Ground *1
Geodude	Rock	Ground	Rock Head	Sturdy	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Gible	Dragon	Ground	Sand Veil		*Ice	Dragon						Electric		
Girafarig	Normal	Psychic	Inner Focus	Early Bird	Bug	Dark						Ghost		
Giratina	Ghost	Dragon	Pressure		Ice	Ghost	Dragon	Dark				Normal	Fighting	
Glaceon	Ice		Snow Cloak		Fire	Fighting	Rock	Steel						
Glalie	Ice		Inner Focus	Ice Body	Fire	Fighting	Rock	Steel						
Glameow	Normal		Limber	Own Tempo	Fighting							Ghost		
Gligar	Ground	Flying	Hyper Cutter	Sand Veil	*Ice	Water						Electric	Ground	
Gliscor	Ground	Flying	Hyper Cutter	Sand Veil	*Ice	Water						Electric	Ground	



POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Gloom	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Golbat	Poison	Flying	Inner Focus		Electric	Ice	Psychic	Rock				Ground		
Goldeen	Water		Swift Swim	Water Veil	Grass	Electric								
Golduck	Water		Damp	Cloud Nine	Grass	Electric								
Golem	Rock	Ground	Rock Head	Sturdy	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Gorebyss	Water		Swift Swim		Grass	Electric								
Granbull	Normal		Intimidate	Quick Feet	Fighting							Ghost		
Graveler	Rock	Ground	Rock Head	Sturdy	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Grimer	Poison		Stench	Sticky Hold	Ground	Psychic								
Grotle	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Groudon	Ground		Drought		Grass	Water	Ice					Electric		
Grovyle	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Growlithe	Fire		Intimidate	Flash Fire	Water	Ground	Rock					Fire *2		
Grumpig	Psychic		Thick Fat	Own Tempo	Bug	Ghost	Dark							
Gulpin	Poison		Liquid Ooze	Sticky Hold	Ground	Psychic								
Gyarados	Water	Flying	Intimidate		*Electric	Rock						Ground		
Happiny	Normal		Natural Cure	Serene Grace	Fighting							Ghost		
Hariyama	Fighting		Thick Fat	Guts	Flying	Psychic								
Haunter	Ghost	Poison	Levitate		Psychic	Ghost	Dark					Normal	Fighting	Ground *1
Heatran	Fire	Steel	Flash Fire		*Ground	Water	Fighting					Poison	Fire *1	
Heracross	Bug	Fighting	Swarm	Guts	*Flying	Fire	Psychic							
Hippopotas	Ground		Sand Stream		Grass	Water	Ice					Electric		
Hippowdon	Ground		Sand Stream		Grass	Water	Ice					Electric		
Hitmonchan	Fighting		Keen Eye	Iron Fist	Flying	Psychic								
Hitmonlee	Fighting		Limber	Reckless	Flying	Psychic								
Hitmontop	Fighting		Intimidate	Technician	Flying	Psychic								
Honchkrow	Dark	Flying	Insomnia	Super Luck	Electric	Ice	Rock					Ground	Psychic	
Ho-Oh	Fire	Flying	Pressure		*Rock	Water	Electric					Ground		
Hoothoot	Normal	Flying	Insomnia	Keen Eye	Electric	Ice	Rock					Ground	Ghost	
Hoppip	Grass	Flying	Chlorophyll	Leaf Guard	*Ice	Fire	Poison	Flying	Rock			Ground		
Horsea	Water		Swift Swim	Sniper	Grass	Electric								
Houndoom	Dark	Fire	Early Bird	Flash Fire	Water	Fighting	Ground	Rock				Psychic	Fire *2	
Houndour	Dark	Fire	Early Bird	Flash Fire	Water	Fighting	Ground	Rock				Psychic	Fire *2	
Huntail	Water		Swift Swim		Grass	Electric								
Hypno	Psychic		Insomnia	Forewarn	Bug	Ghost	Dark							
Igglybuff	Normal		Cute Chaarm		Fighting							Ghost		
Illumise	Bug		Oblivious	Tinted Lens	Fire	Flying	Rock							
Infernape	Fire	Fighting	Blaze		Water	Ground	Flying	Psychic						
Ivysaur	Grass	Poison	Overgrow		Fire	Ice	Flying	Psychic						
Jigglypuff	Normal		Cute Chaarm		Fighting							Ghost		
Jirachi	Steel	Psychic	Serene Grace		Fire	Ground						Poison		
Jolteon	Electric		Volt Absorb		Ground							Electric *1		
Jumpluff	Grass	Flying	Chlorophyll	Leaf Guard	*Ice	Fire	Poison	Flying	Rock			Ground		
Jynx	Ice	Psychic	Oblivious	Forewarn	Fire	Bug	Rock	Ghost	Dark	Steel				
Kabuto	Rock	Water	Swift Swim	Battle Armor	*Grass	Electric	Fighting	Ground						
Kabutops	Rock	Water	Swift Swim	Battle Armor	*Grass	Electric	Fighting	Ground						
Kadabra	Psychic		Synchronize	Inner Focus	Bug	Ghost	Dark							
Kakuna	Bug	Poison	Shed Skin		Fire	Flying	Psychic	Rock						
Kangaskhan	Normal		Early Bird	Scrappy	Fighting							Ghost		
Kecleon	Normal		Color Change		Fighting							Ghost		
Kingdra	Water	Dragon	Swift Swim	Sniper	Dragon									
Kingler	Water		Hyper Cutter	Shell Armor	Grass	Electric								
Kirlia	Psychic		Synchronize	Trace	Bug	Ghost	Dark							
Koffing	Poison		Levitate		Psychic							Ground *1		
Krabby	Water		Hyper Cutter	Shell Armor	Grass	Electric								
Kricketot	Bug		Shed Skin		Fire	Flying	Rock							
Kricketune	Bug		Swarm		Fire	Flying	Rock							
Kyogre	Water		Drizzle		Grass	Electric								
Lairon	Steel	Rock	Sturdy	Rock Head	*Fighting	*Ground	Water					Poison		
Lanturn	Water	Electric	Volt Absorb	Illuminate	Grass	Ground						Electric *2		
Lapras	Water	Ice	Water Absorb	Shell Armor	Grass	Electric	Fighting	Rock				Water *2		
Larvitar	Rock	Ground	Guts		*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Latias	Dragon	Psychic	Levitate		Ice	Bug	Ghost	Dragon	Dark			Ground *1		
Latios	Dragon	Psychic	Levitate		Ice	Bug	Ghost	Dragon	Dark			Ground *1		
Leafeon	Grass		Leaf Guard		Fire	Ice	Poison	Flying	Bug					
Ledian	Bug	Flying	Swarm	Early Bird	*Rock	Fire	Electric	Ice	Flying			Ground		
Ledyba	Bug	Flying	Swarm	Early Bird	*Rock	Fire	Electric	Ice	Flying			Ground		
Lickilicky	Normal		Own Tempo	Oblivious	Fighting							Ghost		
Lickitung	Normal		Own Tempo	Oblivious	Fighting							Ghost		
Lileep	Rock	Grass	Suction Cups		Ice	Fighting	Bug	Steel						
Linoone	Normal		Pickup	Gluttony	Fighting							Ghost		
Lombre	Water	Grass	Swift Swim	Rain Dish	Poison	Flying	Bug							
Lopunny	Normal		Cute Charm	Klutz	Fighting							Ghost		
Lotad	Water	Grass	Swift Swim	Rain Dish	Poison	Flying	Bug							
Loudred	Normal		Soundproof		Fighting							Ghost		

POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Lucario	Fighting	Steel	Steadfast	Inner Focus	Fire	Fighting	Ground					Poison		
Ludicolo	Water	Grass	Swift Swim	Rain Dish	Poison	Flying	Bug							
Lugia	Psychic	Flying	Pressure		Electric	Ice	Rock	Ghost	Dark			Ground		
Lumineon	Water		Swift Swim	Storm Drain	Grass	Electric								
Lunatone	Rock	Psychic	Levitate		Grass	Water	Bug	Ghost	Dark	Steel		Ground *1		
Luvdisc	Water		Swift Swim		Grass	Electirc								
Luxio	Electric		Rivalry	Intimidate	Ground									
Luxray	Electric		Rivalry	Intimidate	Ground									
Machamp	Fighting		Guts	No Guard	Flying	Psychic								
Machoke	Fighting		Guts	No Guard	Flying	Psychic								
Machop	Fighting		Guts	No Guard	Flying	Psychic								
Magby	Fire		Flame Body		Water	Ground	Rock							
Magcargo	Fire	Rock	Magma Armor	Flame Body	*Water	*Ground	Fighting	Rock						
Magikarp	Water		Swift Swim		Grass	Electric								
Magmar	Fire		Flame Body		Water	Ground	Rock							
Magmortar	Fire		Flame Body		Water	Ground	Rock							
Magnemite	Electric	Steel	Magnet Pull	Sturdy	*Ground	Fire	Fighting					Poison		
Magneton	Electric	Steel	Magnet Pull	Sturdy	*Ground	Fire	Fighting					Poison		
Magnezone	Electric	Steel	Magnet Pull	Sturdy	*Ground	Fire	Fighting					Poison		
Makuhita	Fighting		Thick Fat	Guts	Flying	Psychic								
Mamoswine	Ice	Ground	Oblivious	Snow Cloak	Grass	Fire	Water	Fighting	Steel			Electric		
Manaphy	Water		Hydration		Grass	Electric								
Manectric	Electric		Static	Lightningrod	Ground									
Mankey	Fighting		Vital Spirit	Anger Point	Flying	Psychic								
Mantine	Water	Flying	Swift Swim	Water Absorb	*Electric	Rock						Ground	Water *2	
Mantyke	Water	Flying	Swift Swim	Water Absorb	*Electric	Rock						Ground	Water *2	
Mareep	Electric		Static		Ground									
Marill	Water		Thick Fat	Huge Power	Grass	Electric								
Marowak	Ground		Rock Head	Lightningrod	Grass	Water	Ice					Electric		
Marshtomp	Water	Ground	Torrent		*Grass							Electric		
Masquerain	Bug	Flying	Intimidate		*Rock	Fire	Electric	Ice	Flying			Ground		
Mawile	Steel		Hyper Cutter	Intimidate	Fire	Fighting	Ground					Poison		
Medicham	Fighting	Psychic	Pure Power		Flying	Ghost								
Meditite	Fighting	Psychic	Pure Power		Flying	Ghost								
Meganium	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Meowth	Normal		Pickup	Technician	Fighting							Ghost		
Mesprit	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Metagross	Steel	Psychic	Clear Body		Fire	Ground						Poison		
Metang	Steel	Psychic	Clear Body		Fire	Ground						Poison		
Metapod	Bug		Shed Skin		Fire	Flying	Rock							
Mew	Psychic		Synchronize		Bug	Ghost	Dark							
Mewtwo	Psychic		Pressure		Bug	Ghost	Dark							
Mightyena	Dark		Intimidate	Quick Feet	Fighting	Bug						Psychic		
Milotic	Water		Marvel Scale		Grass	Electric								
Miltank	Normal		Thick Fat	Scrappy	Fighting							Ghost		
Mime Jr.	Psychic		Soundproof	Filter	Bug	Ghost	Dark							
Minun	Electric		Minus		Ground									
Misdreavus	Ghost		Levitate		Ghost	Dark						Normal	Fighting	Ground *1
Mismagius	Ghost		Levitate		Ghost	Dark						Normal	Fighting	Ground *1
Moltres	Fire	Flying	Pressure		*Rock	Water	Electric					Ground		
Monferno	Fire	Fighting	Blaze		Water	Ground	Flying	Psychic						
Mothim	Bug	Flying	Swarm		*Rock	Fire	Electric	Ice	Flying			Ground		
Mr. Mime	Psychic		Soundproof	Filter	Bug	Ghost	Dark							
Mudkip	Water		Torrent		Grass	Electric								
Muk	Poison		Stench	Sticky Hold	Ground	Psychic								
Munchlax	Normal		Pickup	Thick Fat	Fighting							Ghost		
Murkrow	Dark	Flying	Insomnia	Super Luck	Electric	Ice	Rock					Ground	Psychic	
Natu	Psychic	Flying	Synchronize	Early Bird	Electric	Ice	Rock	Ghost	Dark			Ground		
Nidoking	Poison	Ground	Poison Point	Rivalry	Water	Ice	Ground	Psychic				Electric		
Nidoqueen	Poison	Ground	Poison Point	Rivalry	Water	Ice	Ground	Psychic				Electric		
Nidoran (F)	Poison		Poison Point	Rivalry	Ground	Psychic								
Nidoran (M)	Poison		Poison Point	Rivalry	Ground	Psychic								
Nidorina	Poison		Poison Point	Rivalry	Ground	Psychic								
Nidorino	Poison		Poison Point	Rivalry	Ground	Psychic								
Nincada	Bug	Ground	Compoundeyes		Fire	Water	Ice	Flying				Electric		
Ninetales	Fire		Flash Fire		Water	Ground	Rock					Fire *1		
Ninjask	Bug	Flying	Speed Boost		*Rock	Fire	Electric	Ice	Flying			Ground		
Noctowl	Normal	Flying	Insomnia	Keen Eye	Electric	Ice	Rock					Ground	Ghost	
Nosepass	Rock		Sturdy	Magnet Pull	Grass	Water	Fighting	Ground	Steel					
Numel	Fire	Ground	Oblivious	Simple	*Water	Ground						Electric		
Nuzleaf	Grass	Dark	Chlorophyll	Early Bird	*Bug	Fire	Ice	Fighting	Poison	Flying		Psychic		
Octillery	Water		Suction Cups	Sniper	Grass	Electric								
Oddish	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Omanyte	Rock	Water	Swift Swim	Shell Armor	Grass	Electric	Fighting	Ground						
Omastar	Rock	Water	Swift Swim	Shell Armor	Grass	Electric	Fighting	Ground						



POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Onix	Rock	Ground	Rock Head	Sturdy	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Pachirisu	Electric		Run Away	Pickup	Ground									
Palkia	Water	Dragon	Pressure		Dragon									
Paras	Bug	Grass	Effect Spore	Dry Skin	*Fire	*Flying	Ice	Poison	Bug	Rock		Water *2		
Parasect	Bug	Grass	Effect Spore	Dry Skin	*Fire	*Flying	Ice	Poison	Bug	Rock		Water *2		
Pelipper	Water	Flying	Keen Eye		*Electric	Rock						Ground		
Persian	Normal		Limber	Technician	Fighting							Ghost		
Phanpy	Ground		Pick Up		Grass	Water	Ice					Electric		
Phione	Water		Hydration		Grass	Electric								
Pichu	Electric		Static		Ground									
Pidgeot	Normal	Flying	Keen Eye	Tangled Feet	Electric	Ice	Rock					Ground	Ghost	
Pidgeotto	Normal	Flying	Keen Eye	Tangled Feet	Electric	Ice	Rock					Ground	Ghost	
Pidgey	Normal	Flying	Keen Eye	Tangled Feet	Electric	Ice	Rock					Ground	Ghost	
Pikachu	Electric		Static		Ground									
Piloswine	Ice	Ground	Oblivious	Snow Cloak	Grass	Fire	Water	Fighting	Steel			Electric		
Pineco	Bug		Sturdy		Fire	Flying	Rock							
Pinsir	Bug		Hyper Cutter	Mold Breaker	Fire	Flying	Rock							
Piplup	Water		Torrent		Grass	Electric								
Plusle	Electric		Plus		Ground									
Politoed	Water		Water Absorb	Damp	Grass	Electric						Water *2		
Poliwag	Water		Water Absorb	Damp	Grass	Electric						Water *2		
Poliwhirl	Water		Water Absorb	Damp	Grass	Electric						Water *2		
Poliwrath	Water	Fighting	Water Absorb	Damp	Grass	Electric	Flying	Psychic				Water *2		
Ponyta	Fire		Run Away	Flash Fire	Water	Ground	Rock					Fire *2		
Poochyena	Dark		Run Away	Quick Feet	Fighting	Bug						Psychic		
Porygon	Normal		Trace	Download	Fighting							Ghost		
Porygon2	Normal		Trace	Download	Fighting							Ghost		
Porygon-Z	Normal		Adaptability	Download	Fighting							Ghost		
Primeape	Fighting		Vital Spirit	Anger Point	Flying	Psychic								
Prinplup	Water		Torrent		Grass	Electric								
Probopass	Rock	Steel	Sturdy	Magnet Pull	*Fighting	*Ground	Water					Poison		
Psyduck	Water		Damp	Cloud Nine	Grass	Electric								
Pupitar	Rock	Ground	Shed Skin		*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Purugly	Normal		Thick Fat	Own Tempo	Fighting							Ghost		
Quagsire	Water	Ground	Damp	Water Absorb	*Grass							Electric	Water *2	
Quilava	Fire		Blaze		Water	Ground	Rock							
Quilfish	Water	Poison	Poison Point	Swift Swim	Electric	Ground	Psychic							
Raichu	Electric		Static		Ground									
Raikou	Electric		Pressure		Ground									
Ralts	Psychic		Synchronize	Trace	Bug	Ghost	Dark							
Rampardos	Rock		Mold Breaker		Grass	Water	Fighting	Ground	Steel					
Rapidash	Fire		Run Away	Flash Fire	Water	Ground	Rock					Fire *2		
Raticate	Normal		Run Away	Guts	Fighting							Ghost		
Rattata	Normal		Run Away	Guts	Fighting							Ghost		
Rayquaza	Dragon	Flying	Air Lock		*Ice	Rock	Dragon					Ground		
Regice	Ice		Clear Body		Fire	Fighting	Rock	Steel						
Regigigas	Normal		Slow Start		Fighting							Ghost		
Regirock	Rock		Clear Body		Grass	Water	Fighting	Ground	Steel					
Registeel	Steel		Clear Body		Fire	Fighting	Ground					Poison		
Relicanth	Water	Rock	Swift Swim	Rock Head	*Grass	Electric	Fighting	Ground						
Remoraid	Water		Hustle	Sniper	Grass	Electric								
Rhydon	Ground	Rock	Lightningrod	Rock Head	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Rhyhorn	Ground	Rock	Lightningrod	Rock Head	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Rhyperior	Ground	Rock	Lightningrod	Solid Rock	*Grass	*Water	Ice	Fighting	Ground	Steel		Electric		
Riolu	Fighting		Steadfast	Inner Focus	Flying	Psychic								
Roselia	Grass	Poison	Natural Cure	Poison Point	Fire	Ice	Flying	Psychic						
Roserade	Grass	Poison	Natural Cure	Poison Point	Fire	Ice	Flying	Psychic						
Rotom	Electric	Ghost	Levitate		Ghost	Dark						Normal	Fighting	Ground *1
Sableye	Dark	Ghost	Keen Eye	Stall								Normal	Fighting	Psychic
Salamence	Dragon	Flying	Intimidate		*Ice	Rock	Dragon					Ground		
Sandshrew	Ground		Sand Veil		Grass	Water	Ice					Electric		
Sandslash	Ground		Sand Veil		Grass	Water	Ice					Electric		
Sceptile	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Scizor	Bug	Steel	Swarm	Technician	*Fire							Poison		
Scyther	Bug	Flying	Swarm	Technician	*Rock	Fire	Electric	Ice	Flying			Ground		
Seadra	Water		Poison Point	Sniper	Grass	Electric								
Seaking	Water		Swift Swim	Water Veil	Grass	Electric								
Sealeo	Ice	Water	Thick Fat	Ice Body	Grass	Electric	Fighting	Rock						
Seedot	Grass		Chlorophyll	Early Bird	Fire	Ice	Poison	Flying	Bug					
Seel	Water		Thick Fat	Hydration	Grass	Electric								
Sentret	Normal		Run Away	Keen Eye	Fighting							Ghost		
Seviper	Poison		Shed Skin		Ground	Psychic								
Sharpedo	Water	Dark	Rough Skin		Grass	Electric	Fighting	Bug				Psychic		
Shedinja	Bug	Ghost	Wonder Guard		Fire	Flying	Rock	Ghost	Dark			All Others		
Shelgon	Dragon		Rock Head		Ice	Dragon								

POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Shellder	Water		Shell Armor	Skill Link	Grass	Electric								
Shellos	Water		Sticky Hold	Storm Drain	Grass	Electric								
Shieldon	Rock	Steel	Sturdy		*Fighting	*Ground	Water					Poison		
Shiftry	Grass	Dark	Chlorophyll	Early Bird	*Bug	Fire	Ice	Fighting	Poison	Flying		Psychic		
Shinx	Electric		Rivalry	Intimidate	Ground									
Shroomish	Grass		Effect Spore	Poison Heal	Fire	Ice	Poison	Flying	Bug					
Shuckle	Bug	Rock	Sturdy	Gluttony	Water	Rock	Steel							
Shuppet	Ghost		Insomnia	Frisk	Ghost	Dark						Normal	Fighting	
Silcoon	Bug		Shed Skin		Fire	Flying	Rock							
Skarmory	Steel	Flying	Keen Eye	Sturdy	Fire	Electric						Poison	Ground	
Skiploom	Grass	Flying	Chlorophyll	Leaf Guard	*Ice	Fire	Poison	Flying	Rock			Ground		
Skitty	Normal		Cute Charm	Normalize	Fighting							Ghost		
Skorupi	Poison	Bug	Battle Armor	Sniper	Fire	Flying	Psychic	Rock						
Skuntank	Poison	Dark	Stench	Aftermath	Ground							Psychic		
Slaking	Normal		Truant		Fighting							Ghost		
Slakoth	Normal		Truant		Fighting							Ghost		
Slowbro	Water	Psychic	Oblivious	Own Tempo	Grass	Electric	Bug	Ghost	Dark					
Slowking	Water	Psychic	Oblivious	Own Tempo	Grass	Electric	Bug	Ghost	Dark					
Slowpoke	Water	Psychic	Oblivious	Own Tempo	Grass	Electric	Bug	Ghost	Dark					
Slugma	Fire		Magma Armor	Flame Body	Water	Ground	Rock							
Smeargle	Normal		Own Tempo	Technician	Fighting							Ghost		
Smoochum	Ice	Psychic	Oblivious	Forewarn	Fire	Bug	Rock	Ghost	Dark	Steel				
Sneasel	Dark	Ice	Inner Focus	Keen Eye	*Fighting	Fire	Bug	Rock	Steel			Psychic		
Snorlax	Normal		Immunity	Thick Fat	Fighting							Ghost		
Snorunt	Ice		Inner Focus	Ice Body	Fire	Fighting	Rock	Steel						
Snover	Grass	Ice	Snow Warning		*Fire	Fighting	Poison	Flying	Bug	Rock	Steel			
Snubbull	Normal		Intimidate	Run Away	Fighting							Ghost		
Solrock	Rock	Psychic	Levitate		Grass	Water	Bug	Ghost	Dark	Steel		Ground *1		
Spearow	Normal	Flying	Keen Eye		Electric	Ice	Rock					Ground	Ghost	
Spheal	Ice	Water	Thick Fat	Ice Body	Grass	Electric	Fighting	Rock						
Spinarak	Bug	Poison	Swarm	Insomnia	Fire	Flying	Psychic	Rock						
Spinda	Normal		Own Tempo	Tangled Feet	Fighting							Ghost		
Spiritomb	Ghost	Dark	Pressure									Normal	Fighting	Psychic
Spoink	Psychic		Thick Fat	Own Tempo	Bug	Ghost	Dark							
Squirtle	Water		Torrent		Grass	Electric								
Stantler	Normal		Intimidate	Frisk	Fighting							Ghost		
Staraptor	Normal	Flying	Intimidate		Electric	Ice	Rock					Ground	Ghost	
Staravia	Normal	Flying	Intimidate		Electric	Ice	Rock					Ground	Ghost	
Starly	Normal	Flying	Keen Eye		Electric	Ice	Rock					Ground	Ghost	
Starmie	Water	Psychic	Illuminate	Natural Cure	Grass	Electric	Bug	Ghost	Dark					
Staryu	Water		Illuminate	Natural Cure	Grass	Electric								
Steelix	Steel	Ground	Rock Head	Sturdy	Fire	Water	Fighting	Ground				Electric	Poison	
Stunky	Poison	Dark	Stench	Aftermath	Ground							Psychic		
Sudowoodo	Rock		Sturdy	Rock Head	Grass	Water	Fighting	Ground	Steel					
Suicune	Water		Pressure		Grass	Electric								
Sunflora	Grass		Chlorophyll	Solar Power	Fire	Ice	Poison	Flying	Bug					
Sunkern	Grass		Chlorophyll	Solar Power	Fire	Ice	Poison	Flying	Bug					
Surskit	Bug	Water	Swift Swim		Electric	Flying	Rock							
Swablu	Normal	Flying	Natural Cure		Electric	Ice	Rock					Ground	Ghost	
Swalot	Poison		Liquid Ooze	Sticky Hold	Ground	Psychic								
Swampert	Water	Ground	Torrent		*Grass							Electric		
Swellow	Normal	Flying	Guts		Electric	Ice	Rock					Ground	Ghost	
Swinub	Ice	Ground	Oblivious	Snow Cloak	Grass	Fire	Water	Fighting	Steel			Electric		
Taillow	Normal	Flying	Guts		Electric	Ice	Rock					Ground	Ghost	
Tangela	Grass		Chlorophyll	Leaf Guard	Fire	Ice	Poison	Flying	Bug					
Tangrowth	Grass		Chlorophyll	Leaf Guard	Fire	Ice	Poison	Flying	Bug					
Tauros	Normal		Intimidate	Anger Point	Fighting							Ghost		
Teddiursa	Normal		Pickup	Quick Feet	Fighting							Ghost		
Tentacool	Water	Poison	Clear Body	Liquid Ooze	Electric	Ground	Psychic							
Tentacruel	Water	Poison	Clear Body	Liquid Ooze	Electric	Ground	Psychic							
Togekiss	Normal	Flying	Hustle	Serene Grace	Electric	Ice	Rock					Ground	Ghost	
Togepi	Normal		Hustle	Serene Grace	Fighting							Ghost		
Togetic	Normal	Flying	Hustle	Serene Grace	Electric	Ice	Rock					Ground	Ghost	
Torchic	Fire		Blaze		Water	Ground	Rock							
Torkoal	Fire		White Smoke		Water	Ground	Rock							
Torterra	Grass	Ground	Overgrow		*Ice	Fire	Flying	Bug				Electric		
Totodile	Water		Torrent		Grass	Electric								
Toxicroak	Poison	Fighting	Anticipation	Dry Skin	*Psychic	Ground	Flying					Water *2		
Trapinch	Ground		Hyper Cutter	Arena Trap	Grass	Water	Ice					Electric		
Treecko	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Tropius	Grass	Flying	Chlorophyll	Solar Power	*Ice	Fire	Poison	Flying	Rock			Ground		
Turtwig	Grass		Overgrow		Fire	Ice	Poison	Flying	Bug					
Typhlosion	Fire		Blaze		Water	Ground	Rock							
Tyranitar	Rock	Dark	Sand Stream		*Fighting	Grass	Water	Ground	Bug	Steel		Psychic		
Tyrogue	Fighting		Guts	Steadfast	Flying	Psychic								

CHARTS & INFO

POKÉMON WEAKNESS EASY LOOKUP, CONT'D.

POKÉMON	TYPE		ABILITIES		MOVE TYPES THAT THE POKÉMON IS VULNERABLE TO							MOVE TYPES THAT THE POKÉMON IS IMMUNE TO		
Umbreon	Dark		Synchronize		Fighting	Bug						Psychic		
Unown	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Ursaring	Normal		Guts	Quick Feet	Fighting							Ghost		
Uxie	Psychic		Levitate		Bug	Ghost	Dark					Ground *1		
Vaporeon	Water		Water Absorb		Grass	Electric						Water *1		
Venomoth	Bug	Poison	Shield Dust	Tinted Lens	Fire	Flying	Psychic	Rock						
Venonat	Bug	Poison	Compoundeyes	Tinted Lens	Fire	Flying	Psychic	Rock						
Venusaur	Grass	Poison	Overgrow		Fire	Ice	Flying	Psychic						
Vespiquen	Bug	Flying	Pressure		*Rock	Fire	Electric	Ice	Flying			Ground		
Vibrava	Ground	Dragon	Levitate		*Ice	Dragon						Electric	Ground *1	
Victreebel	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Vigoroth	Normal		Vital Spirit		Fighting							Ghost		
Vileplume	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Volbeat	Bug		Illuminate	Swarm	Fire	Flying	Rock							
Voltorb	Electric		Soundproof	Static	Ground									
Vulpix	Fire		Flash Fire		Water	Ground	Rock					Fire *1		
Wailmer	Water		Water Veil	Oblivious	Grass	Electric								
Wailord	Water		Water Veil	Oblivious	Grass	Electric								
Walrein	Ice	Water	Thick Fat	Ice Body	Grass	Electric	Fighting	Rock						
Wartortle	Water		Torrent		Grass	Electric								
Weavile	Dark	Ice	Pressure		*Fighting	Fire	Bug	Rock	Steel			Psychic		
Weedle	Bug	Poison	Shield Dust		Fire	Flying	Psychic	Rock						
Weepinbell	Grass	Poison	Chlorophyll		Fire	Ice	Flying	Psychic						
Weezing	Poison		Levitate		Psychic							Ground *1		
Whiscash	Water	Ground	Oblivious	Anticipation	*Grass							Electric		
Whismur	Normal		Soundproof		Fighting							Ghost		
Wigglytuff	Normal		Cute Charm		Fighting							Ghost		
Wingull	Water	Flying	Keen Eye		*Electric	Rock						Ground		
Wobbuffet	Psychic		Shadow Tag		Bug	Ghost	Dark							
Wooper	Water	Ground	Damp	Water Absorb	*Grass							Electric	Water *2	
Wormadam (P)	Bug	Grass	Anticipation		*Fire	*Flying	Ice	Poison	Bug	Rock				
Wormadam (S)	Bug	Ground	Anticipation		Fire	Water	Ice	Flying				Electric		
Wormadam (T)	Bug	Steel	Anticipation		*Fire							Poison		
Wurmple	Bug		Shield Dust		Fire	Flying	Rock							
Wynaut	Psychic		Shadow Tag		Bug	Ghost	Dark							
Xatu	Psychic	Flying	Synchronize	Early Bird	Electric	Ice	Rock	Ghost	Dark			Ground		
Yanma	Bug	Flying	Speed Boost	Compoundeyes	*Rock	Fire	Electric	Ice	Flying			Ground		
Yanmega	Bug	Flying	Speed Boost	Tinted Lens	*Rock	Fire	Electric	Ice	Flying			Ground		
Zangoose	Normal		Immunity		Fighting							Ghost		
Zapdos	Electric	Flying	Pressure		Ice	Rock						Ground		
Zigzagoon	Normal		Pickup	Gluttony	Fighting							Ghost		
Zubat	Poison	Flying	Inner Focus		Electric	Ice	Psychic	Rock				Ground		

